PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00918

Romance of The Three Kingdoms VI

TM

Awakening of the Dragon

KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect the PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

See back page of this manual for Warranty and On-Line Support.

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Romance VI of The Three Kingdoms

Awakening of the Dragon

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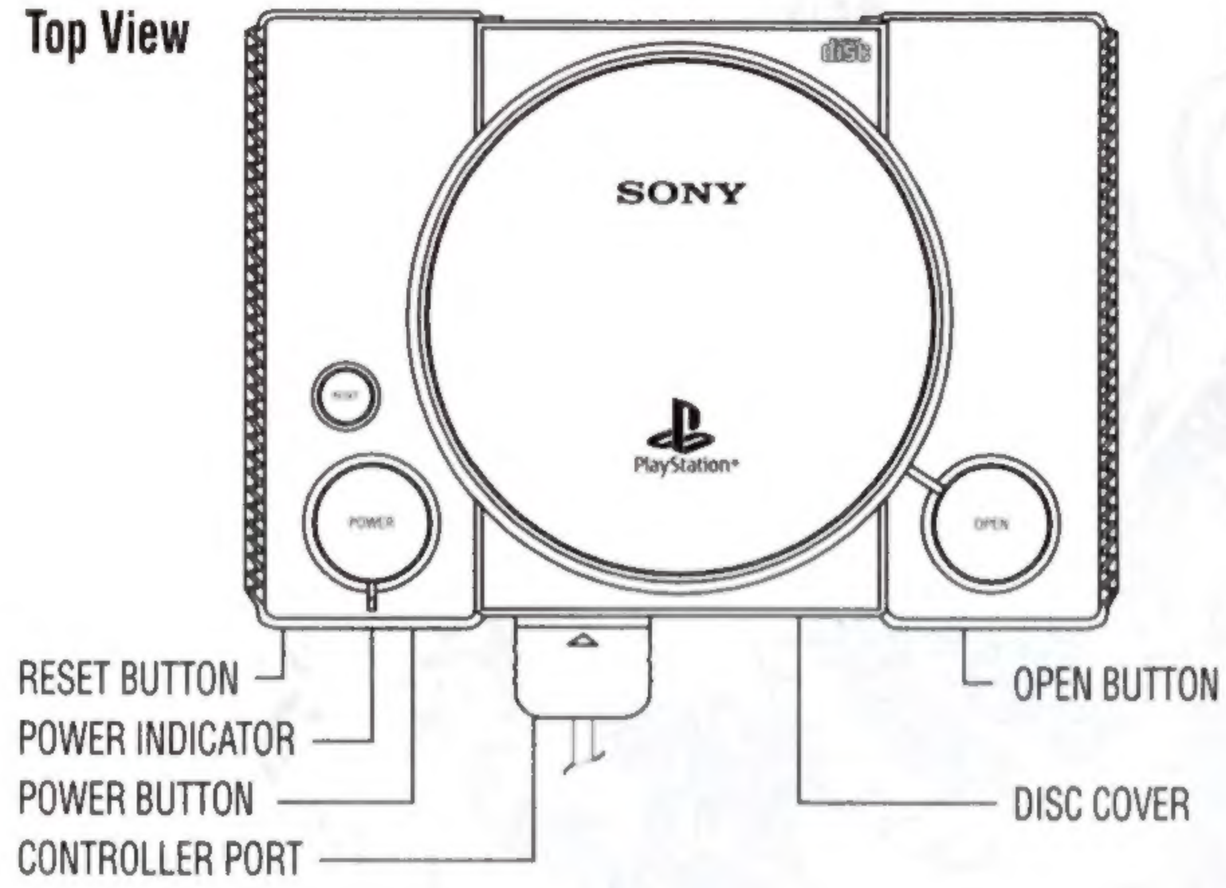
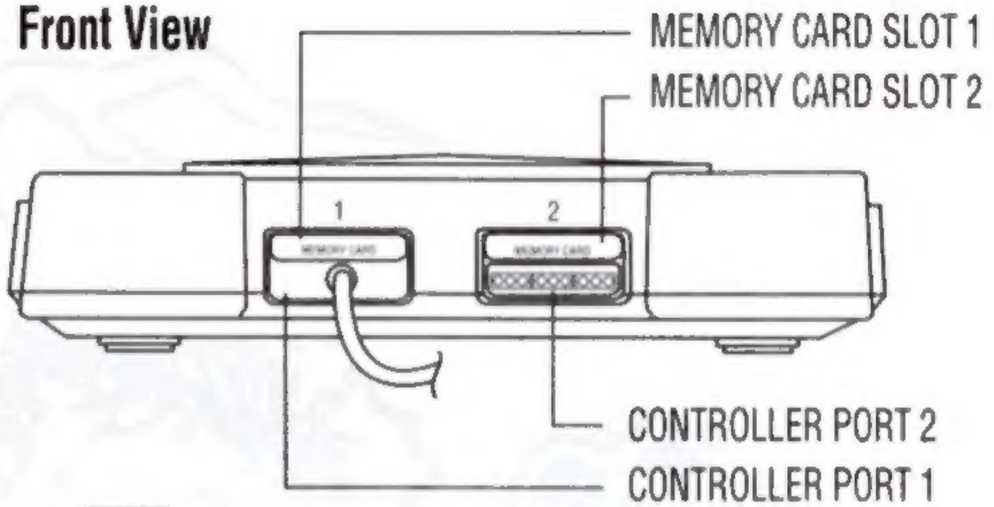
GETTING STARTED

The Console

Top View



Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Romance of the Three Kingdoms VI** disc and close the Disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

1. Insert the **Romance of the Three Kingdoms VI** CD (label side up) into the system. If you wish to save your game data, insert a memory card (sold separately) into the system.

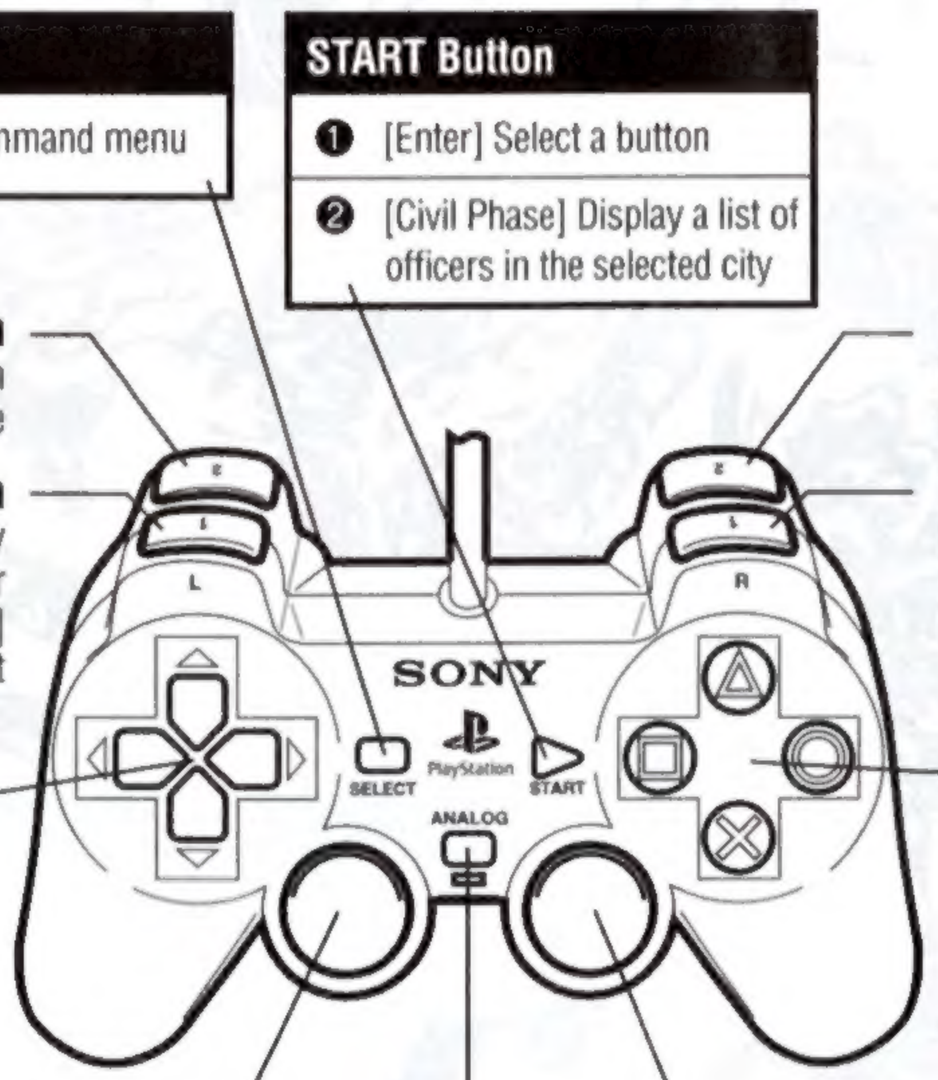
2. Turn on the PlayStation® game console. Wait several moments and the game's opening sequence will begin playing. Pressing the **START** button will skip to the Title screen.

3. The Main menu appears if you press the **START** button while the Title screen is shown.

Using the Controller

Entering Numbers

Use the Left/Right Directional Buttons to select the proper digit and the Up/Down Directional Buttons to increase or decrease the value. To display the maximum number, place the cursor to the far left and press the Left Directional Button. Press the left Directional Button again, and the number will become zero. To enter the number, press the ⊗ Button.



SELECT Button

❶ Display the function command menu

START Button

❶ [Enter] Select a button

❷ [Civil Phase] Display a list of officers in the selected city

L2 Button
[Battle Phase] Display info on the sphere of influence

L1 Button
[Civil Phase] Switch the city windows of the cities under your control. [Battle Phase] Jump to the selected unit

R2 Button
[Battle Phase] Display info on the sphere of influence

R1 Button
[Civil Phase] Switch the city windows of the cities under your control. [Battle Phase] Jump to the selected unit

Directional Buttons

❶ Scroll through menus

❷ Move the cursor

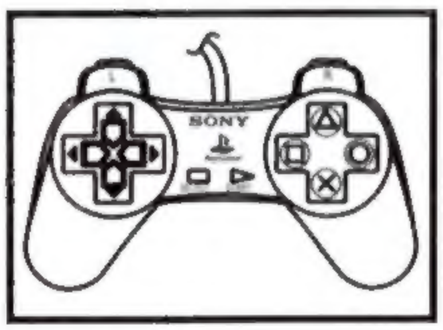
Selection/Display

△ Button	[Civil Phase] Display Main Map. [Battle Phase] Display the geographic window
⊗ Button	Enter your command
□ Button	[Civil Phase] Display the city window at the headquarters. [Battle Phase] Display the window with the list of units
○ Button	Cancel a selection

Left Analog Stick
Not used during game

Analog Button
Not used during game

Right Analog Stick
Not used during game



NOTE: Compatible only in Digital mode.

NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below:

All controls using the digital controller are the same as the ones for the DUALSHOCK™ analog controller (above).

Selecting from Lists

[Select one subject from the list]

Move the cursor to the subject you wish to select and press the ⊗ Button to enter your command.

[Select more than one subject]

If you move the cursor to the subject you wish to select and press the ⊗ Button, its color is displayed in yellow. Cancel it by pressing the ⊗ Button again. If you press the **SELECT** Button, a selection is entered automatically from the very top of the list. After selecting all of the subjects, move the cursor to OK and press the ⊗ Button.

Switch the list

Switch the displayed subject by pressing the L1/R1 Button. Flip through the pages by pressing the Left/Right Directional Buttons. Select "Detail" or "Brief" by pressing the ▣ Button.

Sorting (rearranging) information on a list

You can sort information displayed in a list.

1. Press the △ Button while a list is displayed.
2. Move the cursor to the subject you wish to sort by pressing the Left/Right Directional Buttons.
3. Press the ⊗ Button to sort the list.

Starting a New Game

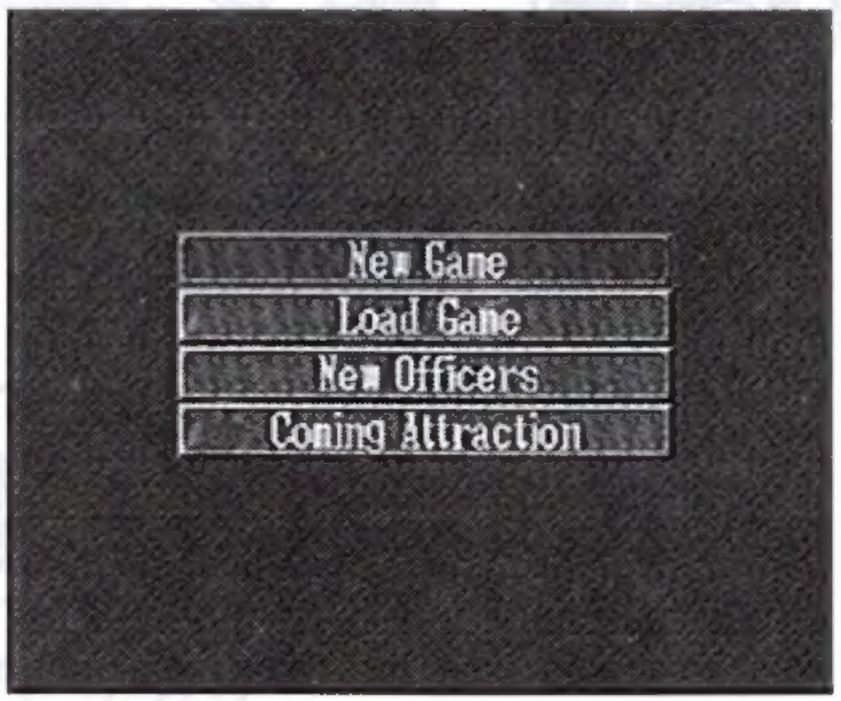
Making selections in the start-up menu

New Game – Start a new game (pg. 4)

Load Game – Resume a saved game (pg. 6)

New officers – Create and save a new officer (pg. 8)

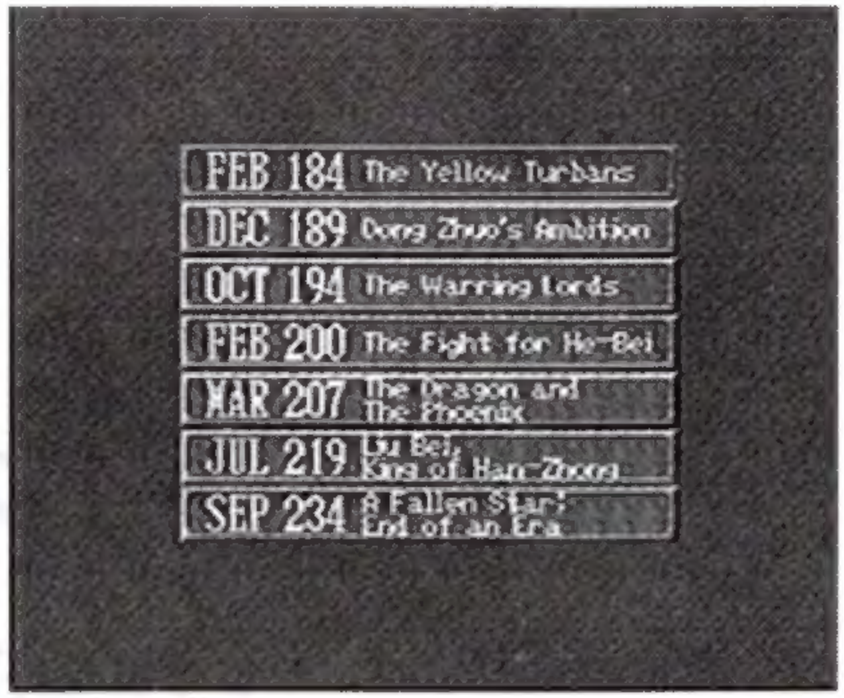
Coming Attraction – See what new games are coming from Koei.

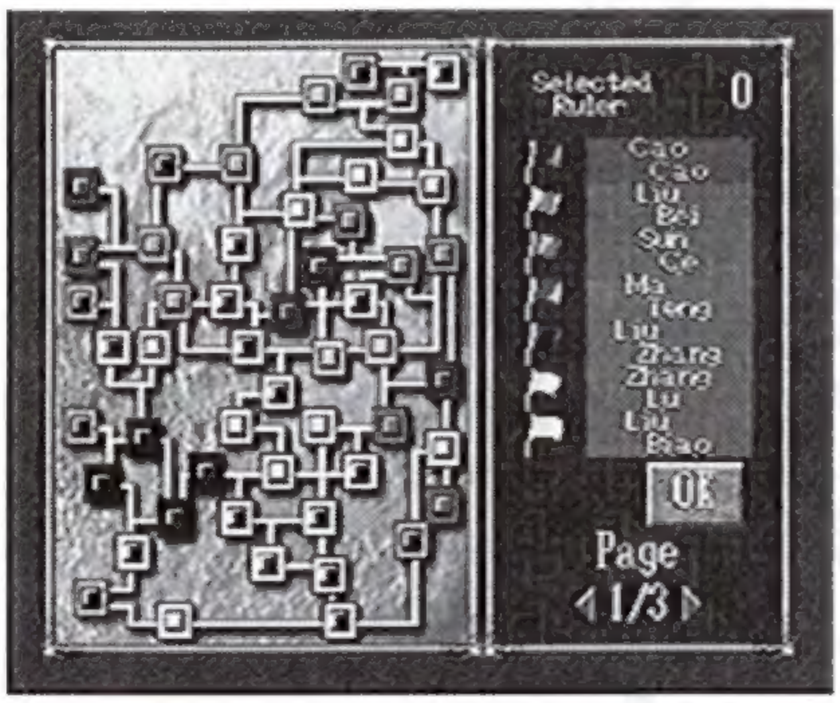


Select a scenario

– Full Scenario – Your goal is to unify all of China.

– Short Scenario – Your goal is to complete the victory conditions for each scenario.


FEB 184 The Yellow Turbans
DEC 189 Dong Zhuo's Ambition
OCT 194 The Warring Lords
FEB 200 The Fight for He-Bei
MAR 207 The Dragon and The Phoenix
JUL 219 Liu Bei, King of Han-Zhong
SEP 234 A Fallen Star: End of an Era



Selecting a ruler

Select a ruler you wish to play if you have selected to play a Full Scenario. You may select up to eight rulers. Select [OK] to proceed to the Settings menu. If a new officer is saved, you may select him as a new ruler.* If you choose him as a new ruler, select your subordinate officers and the headquarters according to the display.

* The officer must be older than 18 years old and have been saved when the scenario begins.

Settings

Set the game environment. There are seven options: mode*, level, saved officers, foreign battles, sound, emissary animation, and message speed.

* Choose the game mode: Historical (based on Romance of the Three Kingdoms) or Fictional.

Function Commands

(Press the **SELECT** Button in the Civil Phase)

Saving Games

Save the game you played. If you save your game, you can resume where you left off the next time you play. You need a Memory Card (sold separately) to save your game.

- One Memory Card can save two games. Each game requires seven blocks.
- A new officer's information is automatically saved when you save your game. You cannot load a new officer's information unless you have saved your game.

Loading a Saved Game

Resume a saved game by selecting LOAD GAME at the start-up menu.

Settings

Set your game options (pg. 5).

Quit

– **Return to Start** Go back to the start-up settings.

– **Comp (1)** Relinquish control of one (the current) Ruler to the computer.

– **Comp (all)** A demonstration will start. To end the demonstration, press the **SELECT** Button and select a ruler.

– **Quit** To end the game.

Info

– **Ruler** The ruler list is displayed when you choose this option. Select a ruler to display his information.

– **City** Display information for all the cities.

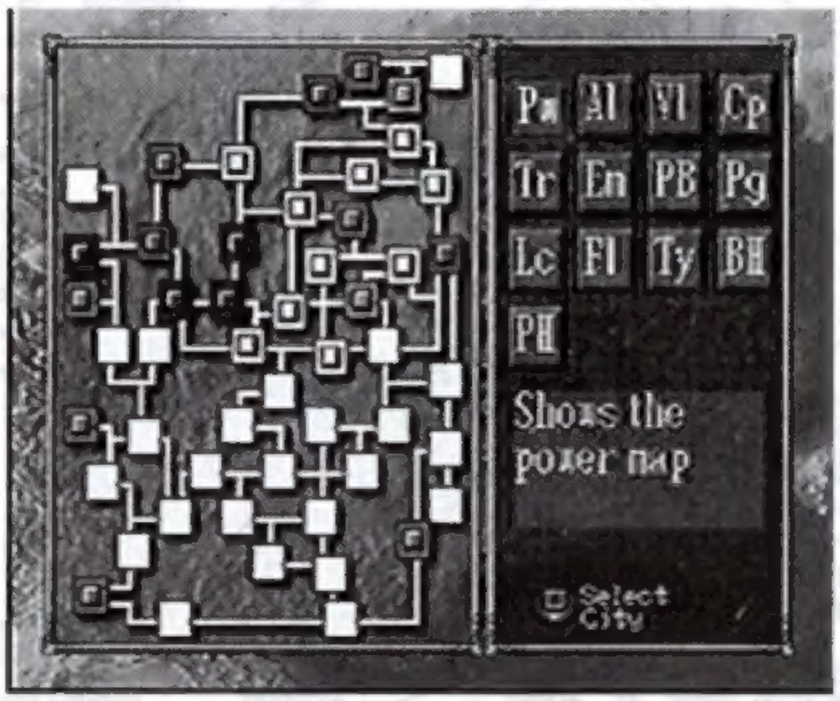
– **Officer** The officer list is displayed when you choose this option. Select an Officer to display his information (pg. 25).

– **Title** All the information concerning titles are displayed.

– **Maps** Display the Maps. Flip through the City Selection menu and Subject Selection menu by pressing the ● Button. Once you select a city, the city data is displayed. Select a subject to change the displayed information on the Maps.

– **Terms** Display victory conditions (only in Short Scenarios).

* See the list of information on the back of the map for details



Creating new Officers

Select NEW OFFICERS in the start-up menu.

Create a New Officer

You can save up to 30 officers. You can play the role of a saved officer as a ruler or you can have him appear as an officer during your game. Enter each subject in the following order.

– **Name** Enter the officer's family name and first name.

– **Face** Select a face for your character. Use the L1/R1 Buttons to flip through the pages. Press the ● Button to view faces of the opposite gender. There are 70 male and 30 female faces to choose from.

– **Dream** Select the officer's dream (pg. 27).

– **Birth** Enter the year the officer was born.

– **Family** Decide if you want kinship ties with existing characters. Select a parent from the officer list. The age difference between the parent and child must be between 16-40 years. You can set one parent and up to five children per officer. H (historical) means an officer who existed, and F (fictional) means a newly-saved officer.

– **Ability** Decide the type of officer and set his ability points. Different types of officers have different maximum values for the respective abilities. Select [Revalue Max] to change the maximum ability value and the remaining value. Select an ability and increase/decrease the value by pressing the ◉ and ⊗ Buttons.

* Saved officer data is automatically saved when you save your game data (pg. 6).

Changing Officer Data

1. Select an officer to modify. The officer data is displayed.
2. Select a subject to change and change the settings.
3. Change the contents by selecting [Enter].

* If you want to change the ability values, add changes after setting the officer type to anything other than "Original."

Deleting Officers

Select an officer to delete and select [Enter].

Loading Officer Data

Load the data of a saved officer. Select the Memory Card slot and select the data of the saved officer you wish to load.

ROMANCE OF THE THREE KINGDOMS EPIC

He who seizes heaven's time shall conquer the Continent

Although The Han Dynasty has lost much power, it still maintains the right to rule the Empire. For this reason, the Rulers that supported the Later Han Emperor are in a far stronger position than the others. They are now in a position to conquer the Empire.

Cut supply lines and cause chaos throughout the Continent

The ruling powers rely heavily upon the network of roads connecting their main cities with their vassal territories for supplying gold and supplies. If you succeed in cutting off supply lines, you pave the way for causing chaos throughout the Empire.

Use the land to your advantage

Each division of your armed forces performs best under different geographic conditions. Consider the lay of the land when determining which forces to mobilize. For example, assemble the cavalry near cities with open pastures and summon the navy to cities that lie near large waterways.

Gain the love and trust of the people and help them unite

The ruling powers and generals each pursue their own individual ambitions and dreams; it is only inevitable that conflicts should arise among them. A successful ruler must be able to understand the inner desires of his subjects and possess the discretion necessary to resolve such conflicts when they occur.

▼ [184 February] The Yellow Turbans
▼ [184 February] The Volunteer Army
▼ [189 December] Dong Zhuo's Ambition

RAISE THE YELLOW DRAGON!

It is the end of the 2nd century. Zhang Jiao, the leader of the Way of Peace, rebelled against the Han while advocating the arrival of a new era, the era of the Yellow Dragon. Zhang Jiao, calling himself the General of the Heavens, attacked government offices and plundered towns and villages with hundreds of thousands of followers who wore yellow scarves around their heads. At the time, the Imperial Court's politics were in a state of great disorder and the people were suffering from heavy taxes. With an increasing number of supporters, the Yellow Turban Faction quickly gained strength. They conquered Hua-Bei and Hua-Zhong and were about to reach Luo-Yang. In response, the Imperial Court immediately formed an Army and recruited soldiers to overcome this crisis. Thanks to the Army and because of the death of Zhang Jiao from illness, the uprising lost its momentum after a year. However, the revolt was sufficient enough to bring about the fall of the Han Dynasty.

— Liu Bei, after pledging eternal brotherhood to Guan Yu and Zhang Fei in the famous Peach Garden Oath, left on a journey to battle the Yellow Turbans. This was merely the start of a long-lasting war.

LU BU, A MAN AMONG MEN; RED HARE, A HORSE AMONG HORSES

Dong Zhuo, military leader of the Xi Territory, entered Luo-Yang with his troops and committed merciless atrocities. The rulers, unable to stand it any longer, formed an alliance with Yuan Shao, the son of a distinguished family. With Yuan Shao as their leader, they advanced to fight Dong Zhuo. After defeating and killing General Hua Xiong at Si-Shui Gate, the allies proceeded to the strategically located Hu-Lao Gate. There, one courageous General rode out to face them. Mounted on the Red Hare and wielding the mighty Lunar Spear, Lu Bu stopped the allies in their tracks. He scattered their most courageous and fierce warriors. He was able to hold back Zhang Fei and Guan Yu even though they were supported by thousands of troops. His bravery and fearlessness were unparalleled. Lu Bu, after demonstrating his valor in front of the rulers, assassinated Dong Zhuo, his stepfather. He then left the capital to fight in battle after battle.

— Lu Bu, a lone, fierce warrior who strives to survive the turbulent period is one of the heroes in the Romance of the Three Kingdoms.

- ▼ [194 October] The Warring Lords
- ▼ [196 October] The War with Lu Bu
- ▼ [197 March] Emperor Yuan Shu
- ▼ [200 February] The Fight for He-Bei
- ▼ [197 January] Unification of He-Bei

CAO CAO TAKES THE PRINCE OF HEAVEN IN HIS PROTECTION

As a child, Cao Cao was described by a physiognomist (a person who sees your future in the features of your face) as, " a minister of great talent in peace; a warlord of great cunning in anarchy." This was in the midst of very turbulent times. After monopolizing the Imperial Court, Dong Zhuo and his party began to lose power. The rulers who united to subjugate Dong Zhuo returned to their respective dominions. Once again, the Empire was consolidated under these rulers. As predicted, Cao Cao began to distinguish himself. He suppressed the Yellow Turbans from the Qing Territory and incorporated them into his army. With this stronger military power, he defeated Zhang Xiu, Lu Bu and Liu Bei, who were enemies from the surrounding area. Furthermore, he convinced the city-less Emperor Xian to join him in Xu-Chang. By becoming the Emperor's protector, Cao Cao gained an advantage and distinguished himself from his many rivals. This all occurred in a matter of four years. In no time, Cao Cao secured a position from which he could dominate the nation with his bravery and flexible strategies.

— Upon becoming a protector of the Emperor, Cao Cao defeated the large Army led by Yuan Shao at Guan-Du. From this point on, the nation continued to grow and develop with Cao Cao as its supreme leader.

▼ [207 March] The Dragon and The Phoenix

▼ [208 September] The Battle of Chi-Bi

CHANG-JIANG BURNING

Located East of the river in Jiang-Dong, Wu is an independent nation built by Sun Quan. Sun Quan inherited this eastern land from his father and older brother. With ambitions of conquering the entire continent, Cao Cao turns his attention to Wu. Upon forming an alliance with Liu Bei, Sun Quan appointed Zhou Yu the supreme commander to lead a battle that would determine the future existence of Wu. In November 208, with an enormous fleet of Wei vessels at his back, Cao Cao remained calm and composed, standing windward. However, in a quirk of fate, the wind began blowing against them. Not wishing to lose the opportunity, the Wu Army began firing at Cao Cao's forces. In no time, Cao Cao's vessels caught fire. The Navy led by Zhou Yu rushes into the fray. The Wu Army severely defeated Cao Cao's Army thanks to Zhou Yu's clever schemes and skilled tactics. Thus, Cao Cao's ambitions were shattered into pieces.

— Chi-Bi (Red Wall) is located on the West Coast of Chang-Jiang. In 208, Cao Cao's Army and Sun Quan's Army engaged in a fierce life-or-death battle. This is the well-known Battle of Chi-Bi.

MA CHAO IN FULL BATTLE DRESS

In 211, to avenge Ma Teng's death (by Cao Cao), two hundred thousand Xi-Liang troops swarmed into Chang-An. It was Ma Chao who led the Xi-Liang troops as Head General. The young general was as brave as Lu Bu and stood magnificent in full battle dress. He was full of thirst for revenge for his late father. Assisting Ma Chao were Pang De and Ma Dai, two of the most formidable generals of the time. Before long, Xi-Liang defeated Chang-An and captured the Tong Gate, a strategic military location. He drove Cao Cao close to the jaws of death twice. Cao Cao, convinced that he would not be able to overcome the powerful Xi-Liang Army, attempted instead to cause internal conflict among them. He was successful and the Xi-Liang Army dissolved, leaving Ma Chao powerless. Ma Chao attempted to make a comeback in Long-Xi, but is defeated again and instead became one of the Five Tiger Generals of Shu.

– Well known for his outstanding martial arts skills, Ma Chao emerged victorious in a sword battle with Xu Zhu, a powerful Wei general. It has been said that the news of Chao's defection to Liu Bei caused a terrified Liu Zhang (Ruler of Shu) to surrender Cheng-Du without a fight.

▼ [219 July] Liu Bei, King of Han-Zhong

▼ [211 April] Ma Chao's Revenge

BIRTH OF THE THREE KINGDOMS

Following the battle at Chi-Bi (Red Wall), Liu Bei, who had been a wanderer with no land of his own, expanded his sphere of influence to include the Jing and Yi Territories. This provoked a three-way battle between Liu Bei, whose power had emerged only recently, Cao Cao who still maintains substantial influence in the northern region, and Sun Quan who had obtained control over the Jiang-Dong region. In 215, in the Han-Zhong region, confrontations between Zhang Lu, Cao Cao and Liu Bei intensified. When Sun Quan realized that the Wei border had become undermanned, he decided to invade Cao Cao's territory with a hundred thousand troops. However, the Wu Army encountered a fierce counterattack by Zhang Liao, a distinguished general who defends He-Fei. As a result, the Wu Army returned in complete defeat. Disgraced, Sun Quan entered into another battle against Cao Cao's army the following year. In turn, this caused the Han-Zhong area to be undermanned. Liu Bei's Army dispatched troops to Han-Zhong and successfully conquered the area.

– Zhang Liao was a great general known for both his wisdom and valor. Since the battle of Chi-Bi, he continued to control the battle line against Wu at the He-Fei Castle. He had a close friendship with Guan Yu.

THE RETURN OF A DYNASTY... YET A DREAM...

Liu Bei is a proud man of honest intentions whose ambition is to reconstruct the Han Dynasty. These characteristics have attracted such supporters as Guan Yu and Zhang Fei (his stepbrothers), Zhuge Liang, and Zhao Yun. In 219, Zhuge Liang, in his first attempt to restore the central plains area, sent Guan Yu, who controls the Jing Territory, into Wei. However, the scheme fails as a result of Wu's treachery, and results in the death of Guan Yu. Liu Bei, infuriated at the death of his stepbrother, started launching attacks meant to conquer Wu. This decision brought tremendous sorrow to Zhuge Liang, who was hoping to restore the alliance with Wu. In the end, Liu Bei is severely defeated and dies due to illness brought on by the shock of his defeat. Liu Bei's unusual character led him to choose to avenge his stepbrother's death rather than heed Zhuge Liang's strategy, for which Liu Bei ended up sacrificing his life.

– Lu Xun, a resourceful general from Wei, received an exceptional promotion for his success as the supreme commander during the ambush of the Shu-Han Army. Although many generals initially questioned his appointment, they submitted to him unconditionally once he had defeated the Shu-Han Army in Yi-Ling.

– Zhuge Liang's Northern Campaigns: In 227, he conquered Nan-An, Tian-Shui and An-Ding after invading Wei. Though he advanced to Mt. Qi the following year, he withdrew after being defeated in Jie-Ting (the First Campaign). In 228, he laid siege to Chen-Cang (the Second Campaign). In 228, he conquered Wu-Jun and Yin-Ping (the Third Campaign). In 230, the Wei Army invaded Han-Zhong (the Fourth Campaign). In 231, he laid siege to Mt. Qi (the Fifth Campaign). In 234, he advanced to the plains of Wu-Zhang (the Sixth Northern Campaign).

– Zhuge Liang was the military strategist and warleader for Liu Bei's troops. Upon the formation of Shu-Han, he became Prime Minister and devoted his time to politics and military affairs.

LEAD THREE ARMIES AND HEAD NORTH. CONQUER ZHONG YUAN.

In the spring of 223, Liu Bei left his will to Zhuge Liang at Bai-Di Castle. In it he says "You have ten times the ability of Cao Pi (Cao Cao's successor). Promise me that you will bring peace to the country and restore the central plains. Should there be any heir, support him. If he is incompetent, you must become the Emperor and accomplish this great task." Upon hearing this, Zhuge Liang lost control and threw himself down in tears. This was the start of a new struggle for Zhuge Liang. Upon returning to Cheng-Du, he became the supreme leader and spent long, hard days resolving internal and external problems. He tried his best to make Liu Bei's last wish come true. In 227, he presented a list of officers and advanced to Han-Zhong. Up until the day he died during battle at Wu-Zhang Yuan, he ventured on six Northern Campaigns.

– Jiang Wei was a fearless man with outstanding martial arts skills and tactics. While a member of the Wei troops, he beat down the Shu-Han troops, proving to be as tough an opponent as Zhao Yun. After submitting to the Shu-Han Kingdom, he aimed to win back Zhong Yuan as a general.

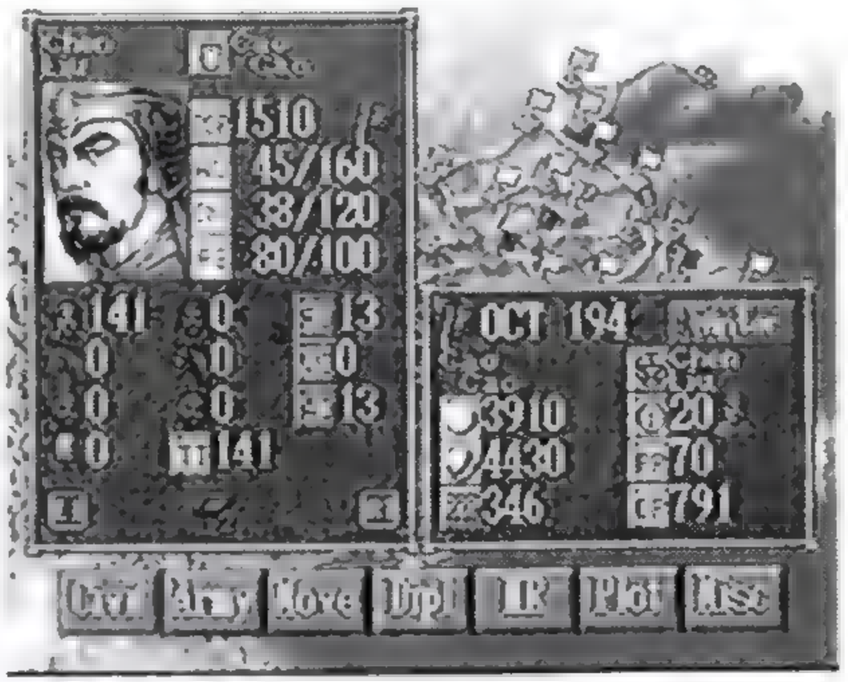
▼ [234 September] A Fallen Star; End of an Era

▼ [227 March] The Officer's List

THREE KINGDOMS RETURNS TO JIN

Following the deaths of Zhuge Liang, Jiang Wan and Fei Wei, the destiny of the Shu-Han was left solely in the hands of Jiang Wei. Although he made several campaigns to the north, the restoration of Zhong Yuan was still far off. To make things worse, during Jiang Wei's absence Liu Chan appointed an eunuch to a position of trust, which led the Imperial Court in Cheng-Du into corruption. Meanwhile, in 263, Wei, with Deng Ai and Zhong Hui as generals, formed a force intended to subjugate Shu by attacking from two directions. Jiang Wei managed to hold the Zhong Hui troops at Jian-ge. However, when Deng Ai's troops attacked Cheng-Du through a secret path, Liu Chan surrendered. Shu-Han collapsed all too soon. It was now Wei's turn to rule. However, only two years later, Wei's power was usurped by Sima Yan, the grandson of Sima Yi. In 280, Jin accomplished what Wei had been unable to – he defeated Wu and brought the whole country under his rule. Thus, the era of three kingdoms, Wei, Wu, and Shu came to an end.

The Path to Victory



There are a number of key points a player is required to understand in the game: the Phase System, Task Commands, and the difference between the Battle Commands. The following pages explain the game flow using a hypothetical game played as the ruler Cao Cao.

Your Goal

Unify China

As one of the many rulers of war-torn China, the player must subdue all other enemy rulers in order to conquer the land and create a new Empire.

Victory Conditions

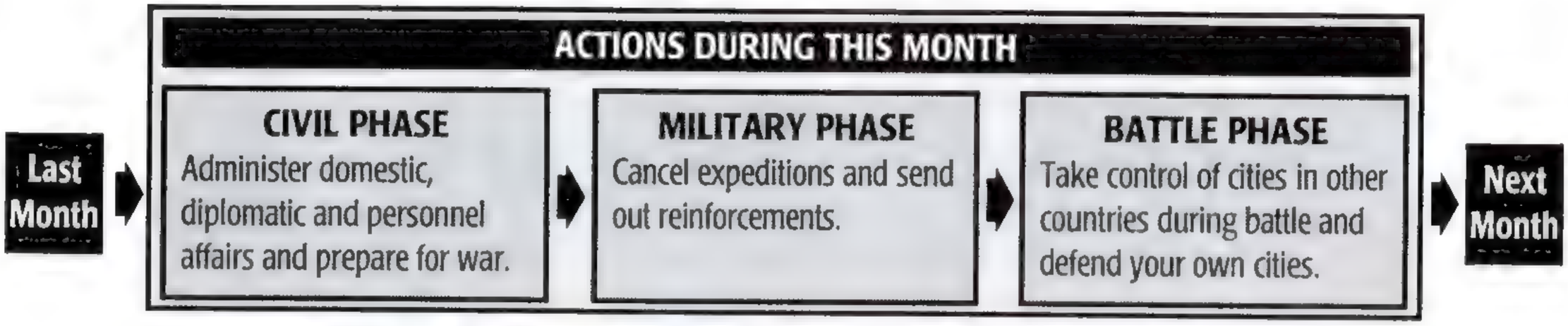
Normal Scenario: Players must either vanquish (or make subordinate) all other rulers and gain control of all 45 cities (not including foreign cities).

Short Scenario: Each short scenario has its own victory conditions.

Defeat Conditions

The game ends when the player ruler dies and there are no subordinate officers for succession. The game also ends if the player ruler has no cities under his control. Each short scenario has its own defeat conditions.

GAME FLOW


ACTIONS DURING THIS MONTH
Last Month
CIVIL PHASE
Administer domestic, diplomatic and personnel affairs and prepare for war.
MILITARY PHASE
Cancel expeditions and send out reinforcements.
BATTLE PHASE
Take control of cities in other countries during battle and defend your own cities.
Next Month

Repeat these three phases to expand your sphere of influence and try to unify China

Civil Phase

* **Note:** This section outlines the game flow and operations necessary to play; however, your results may vary from the results shown here.

Here Comes Cao Cao!

The scenario is "194: The Warring Lords." You are playing as Cao Cao. At the start of the game, you have control of two cities, Chen-Liu and Xu-Chang. Will Cao Cao manage to become supreme ruler of China…?

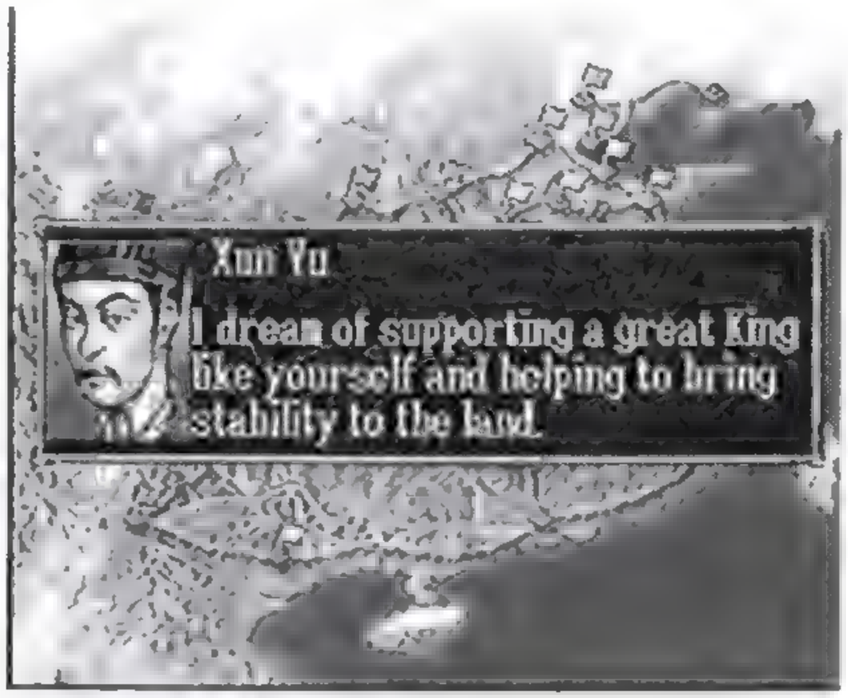
Appoint Officers to Manage Civil Affairs

It takes gold and food supplies to wage war. A good way to start accumulating these is to appoint Civil Affairs Officers for <Farm>, <Commerce> and <Public Safety>.

Once you appoint an officer, the officer executes the Civil Commands each month automatically.

Search for Competent and Capable Personnel

It takes good people to make a country prosperous. Recruit skilled individuals with <Find> or <Hire> commands. An extended search will occasionally turn up competent personnel.



Prepare your Defenses

Use other countries to your advantage with diplomacy

At the start of the game, Cao Cao is surrounded by several enemy rulers. To reduce the chance of unwanted battle, try forming alliances with other rulers using the <Ally> command. In times of need, you may also request Relief or Joint Forces from them.

Dig Pitfalls around the Castle

You never know when your neighbors may decide to attack. Set traps around the castle using the <Trap> command in preparation for castle battles. You may select from the following types of traps: Rock, Fire, Water, Pit, and Ambush. You may set a maximum of 5 traps.

War Preparations

You can't go to war without soldiers. Strengthen your army by recruiting more troops with the <Drft> command. New troops are able to fight without any additional training. Depending on the city where you conduct the draft, you may be able to choose Hillmen or Navy troops.

Strengthen your Army

You decide to make an expedition from Xu-Chang. Your destination – Ru-Nan, controlled by Yuan Shu. Organize your army before you go to war, but be cautious when selecting a commander and advisor for your troops. In this example, Xiahou Yuan is selected because of his high leadership and war ability as well as his high rank.

Request Help from your Ally Liu Bei

Your intelligence officer has just reported that Lu Bu's force is approaching Chen-Liu where the capital is located. A military council is held to work on defensive plans. You can cancel the expedition to Ru-Nan and organize a relief force in Xu-Chang, but…

Field Battle Phase

The enemy sends out a Sally Force

Leave the battle with Lu Bu until later. Start by attacking Ru-Nan. When you invade Ru-Nan, Yuan Shu sends out his troops to defend his city. Field battles begin when a defender sends out a sally force to face the invading force.

Command Units with Orders and Policy

There are two types of battle commands — Orders and Policy. Units execute the orders, and once accomplished, act based on the policy assigned it.

Fast and Fierce Moves for the Enemy Commander

There are three unit speeds, "Normal," "Fast and Fierce" and "Careful." Speed and defense strength differ with the three speeds. General Yue Jin and Yu Jin make a fierce move towards Ji Ling, commander of the Yuan Shu force.

Force the Fight to the Castle Battle

If you are victorious in the field battle, the battle continues at the castle. You cannot conquer a city without taking control of the castle.

Take the Castle by Storm!

When the enemy decides to confine itself to the castle, a castle battle begins.

The only way into the castle is through the castle gate. Use the «GATE» order to select a gate to destroy. Units led by Yue Jin struggle against the shower of arrows coming from atop the castle wall…

Fire!

If your units are caught in an enemy trap, their morale decreases. Ask your advisor to search for traps with the «TRAP SEARCH» command.

Raise the Victory Cry!

The battle is won if you take the headquarters of the castle or defeat the commander's unit. Thanks to Yuen Jin and Yu Jin, Cao Cao destroyed the gate. They were quickly followed by commander Xiahou Yuan and now must take the enemy headquarters.

Ji Ling, a Famous General is Captured

Make any capable officers you capture work for you. If the enemy officer refuses your offer, you can keep him in jail for up to a year.

Ru-Nan Taken!

After a lengthy battle, Ru-Nan is taken. However, Lu Bu's force is headed for the capital. Cao Cao's fight for supremacy has just begun…

The Game World

Supply lines connect headquarters and vassal territories. The Later Han Emperor is still in power and foreigners threaten to overrun all of China. Understanding the world of "Romance of the Three Kingdoms VI" is the very first step for conquering the Empire.

Countries

A country consists of the ruler who governs it, cities under his control and subordinate generals. The cities under control supply gold and food as tax to the country. The more cities you have under control, the more income you receive.

The Capital City and Vassal Territories

Each country has a vital city, which is referred to as "the capital." Other cities under your control are referred to as "vassal territories."

Role of the Capital

You can execute capital commands only at the capital (pg. 31). At the capital, you collectively control gold and supplies that are collected from vassal territories through supply lines.

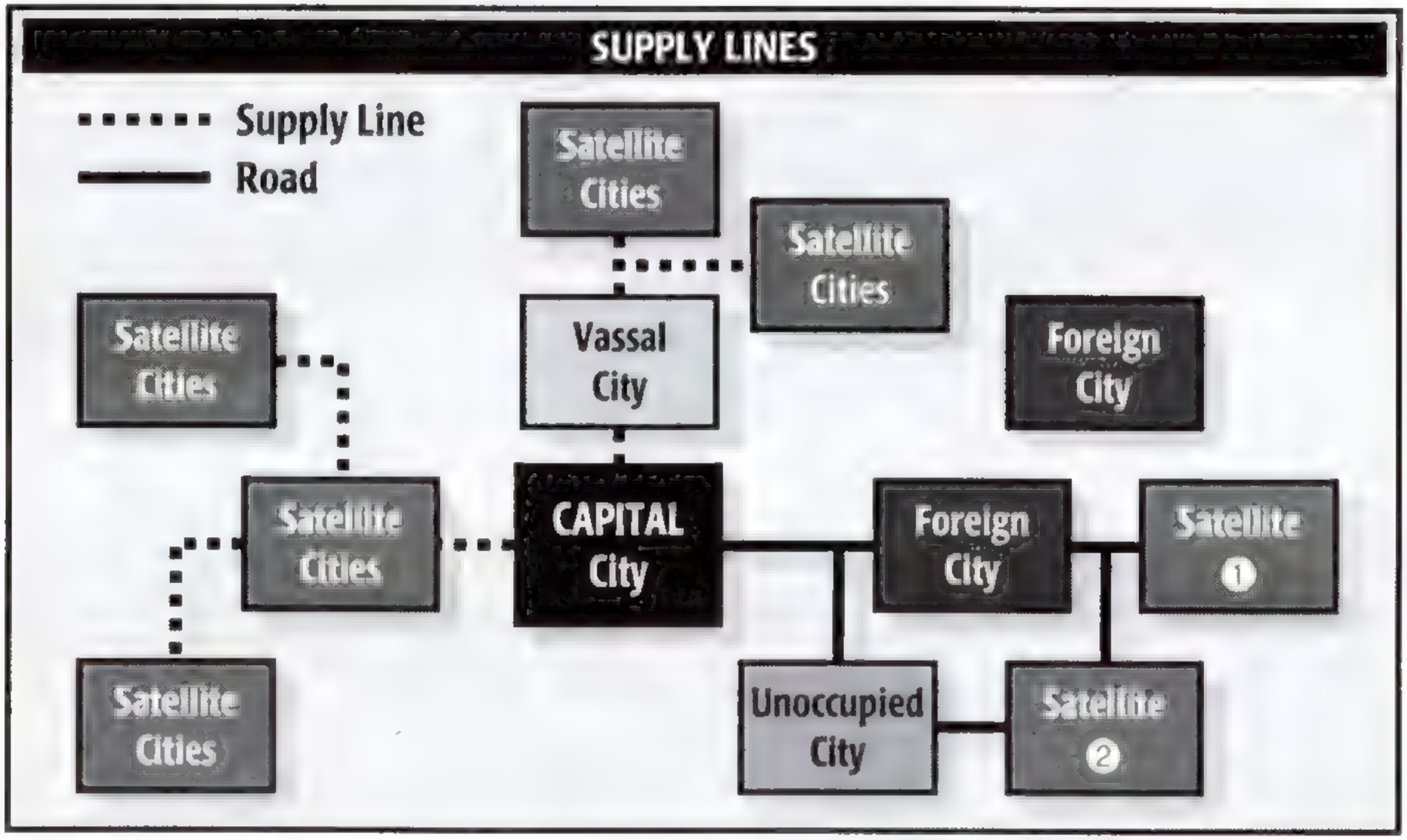
Political Boundaries

"Political Boundaries" are spheres where the capital's political influence reaches. Taxes can be collected from vassal territories — even those without officers — as long as they are connected to the capital by supply lines. Supply lines also ensure that dividends of gold and supplies from the capital reach the vassal territories.

* You can check political boundaries on the map.

Connection to Supply Lines

Once the headquarters and vassal territories are connected by supply lines, the headquarters can receive tax income from any connected vassals. Vassal territories can also receive dividends of gold and supplies from the capital city. Taxes cannot be collected from vassal territories that are not connected by supply lines. In such cases, since gold and supplies are not provided for by the capital, gold and supply values become 0. Furthermore, you may not give any commands other than Sally to disconnected vassal territories when they are invaded by other rulers.



Both satellite cities ❶ and ❷ are disconnected from the supply lines because there are foreign or unoccupied cities between them and the capital. A subjugated city (vassal) does not disturb the supply lines.

Vassals and Allies

Vassal relations You can make other countries your vassals through diplomacy. A country that has a vassal is referred to as an "Overlord." The subordinate country is referred to as a "Vassal."

Advantages of being an Overlord An overlord can ask for reinforcements from its vassals. Also, if a vassal agrees to surrender, its subordinate officers and the cities it controls belong to the overlord. You may unite China by subjugating cities instead of fighting them.

Disadvantages of being an Overlord An overlord cannot invade its vassals. It cannot revoke the treaty with its vassals.

Advantages of being a Vassal It can ask for reinforcements from its overlord. Also, antagonism towards its overlord and other vassals who share the same overlord decreases.

Disadvantages of being a vassal You cannot execute diplomacy except for [Revoke]. In addition, you cannot make foreign officers your prisoners. Therefore, when a country becomes a vassal, its current alliances are revoked and its prisoner officers are released. Furthermore, it cannot invade other countries except for when it goes to war as reinforcement for its overlord (Joint Force).

Allied Relationship You can establish Non Hostility Agreements with foreign countries. You can request your ally's help when you invade other countries or when your country is invaded. However, you cannot ally with a country that is a vassal to another country.

Vassal Relationships

- An overlord can have more than one vassal.
- A vassal can have only one overlord.
- An overlord cannot make another overlord as its vassal.
- You cannot make a country that supports the Later Han Emperor your vassal.
- A country whose Army has gone to a war cannot become a vassal.

Castle Size and Characteristics

Castle Size

Depending on its size, there are four castle type. The larger the castle, the higher the defense of the castle gate and headquarters. At the same time, if the city becomes a Capital, it will have wider political boundaries.

Characteristics of a City

The maximum values for farming and commerce, or the troop types available in draft, differ from city to city. Some cities are capable of trading with foreign countries. The following is a list of special city types:

Imperial City

A ruler who supports the Later Han Emperor or a ruler who has become an Emperor may build an Imperial City. Once a city becomes an Imperial City, the defense for its headquarters and castle gate increases. In addition, its political boundaries expand by the size of one city.

Burnt City

During a war, a defending side can retreat by setting fire to a city. A city that has been burnt down becomes a burnt city. In a burnt city, tax income is cut in half and its defense for the castle gate and headquarters decreases drastically. Headquarters in a burnt city loses its political boundaries. You can return it to the normal state if you decide to restore a burnt city in a Council.

Unoccupied City

An unoccupied city is not under any country's control. If you win a war against an unoccupied city by invading it, you can make it your subordinate city.

* You can check the type of a city in the City Window (pg. 33).
* If you invade an unoccupied city, only the results of the battle are displayed.

Officers Types and Their Roles

There are three types of officers depending on their status.

Officer An officer who serves a ruler. A ruler appoints "Warleader", "Protector" and "Spy" among officers.

Visiting Officer An officer who is not serving a specific ruler.

Prisoner An officer who is being held captive by an enemy.

Officer Information Display

Press the **START** Button in the city window to display information on all of the officers in the city. Press the SELECT Button - <Info> - <Officer> to display information on all the officers. To display an individual officer's information, select an officer in the display.

Officer Information Screen

Rank
Maximum number of troops differs from rank to rank

Ability
An officer's ability affects the effectiveness and result of a command executed

Duel Tactics
Tactics available to officers in a duel

Items
Information on items an officer possesses

Biography
Displays the officer's profile

Military/Civil Experience
See page 27 for details

Changes in Officer Abilities

An officer's ability changes according to his experience or age. By giving a command, he accumulates military experience and civil experience. Changes caused by aging are not the same for every officer; some lose ability with age, while others gain. An officer may acquire an opponent's duel tactics during long-term searches (pg. 42).

Holding Council with your Subordinate Officers

In order to conquer the entire country, you need to unify the spirit of officers who have different dreams and create harmony among them. To do this, execute the < Talk> command. With this command, not only can you listen to the complaints from your subordinates, but also encounter unexpected developments by agreeing to hold council with your officers.

Officer Dreams and Discontents

Each and every ruler and officer has a dream. Those who share the same dream get along with each other. By acting together, their ability is multiplied and recruiting is more successful. Strife between factions may affect some officers' dreams, and some may leave due to discontent.

Discontent is a Byproduct of Having a Dream

An officer strives to accomplish his dream under a ruler. Therefore, if the ruler's dream is contrary to the officer's or if he is rendered an order that contradicts his dream, he will develop discontent. Accumulated discontent may result in a request for a leave of absence, decamping or a revolt. In the worst case, he may even die of indignation. You can suppress an officer's discontent by listening to his opinions, executing a command that is in favor of his dream, or giving him a post he desires.

Types of Dreams

There are eleven types of dreams:

DREAM	DETAILS
Adviser	Support the Emperor and Unify the Land. Ignore foreign nations.
Justice	Make your cities safe. Save the people through good government.
Talent	Find a place to develop your own talents.
Territorial	Govern and make your land safe. When the time is right, expand.
Preserve	Concentrate on defense. Protect your land.
Safety	Avoid danger, live in peace and safety. Develop and ensure the safety of your cities.
Empire	Raise your Ruler to the Imperial Seat. Unify the Land. Ignore foreign nations.
Control	Expand your territory through invasion. Ignore foreign nations.
Advancement	Find personal advancement in a chaotic world. Gather a fortune.
Loyalty	Give your life and loyalty to one you respect.
Retirement	Leave behind the cares of this world.

Presence of the Later Han Emperor

An Emperor who is related to the Imperial Han Dynasty by blood lives in a particular city. You will be able to support the Later Han Emperor if you successfully put this city under your control. If the ruler whom the Later Han Emperor supports changes, he moves to a country where the headquarters is located.

Privileges of Supporting the Later Han Emperor

A ruler who supports the Eastern Han obtains the authority to have an audience with the Emperor. If he accepts the Emperor's request during the audience, he will have a title (up to Prime Minister) bestowed on him. He will also be able to render a title to other rules under the name of the Later Han Emperor. In this case, he can execute attack orders on neighboring countries in exchange for a title.

- You can check the Later Han Emperor's whereabouts on the map.
- The higher one's title becomes, the more his prestige increases. Accordingly, he also becomes able to bestow higher ranks on his generals.

Presence of Foreigners

There are six tribes of foreigners living in the Chinese mainland. Each tribe has a capital. They may invade other cities, but do not occupy them. You cannot execute «Diplomatic», «Plot», and «HR» - <Hire> commands on foreigners.

Bringing Foreigners Under Control

You can bring foreigners under your control if you defeat them after invading their city. If you succeed, you will receive 1,000 gold from them every month. Furthermore, you can summon foreign troops with unique skills by commanding «Army» - <Draft>. However, you cannot execute «Civil» - <Raid> <Trap> on a foreign city that is under your control.

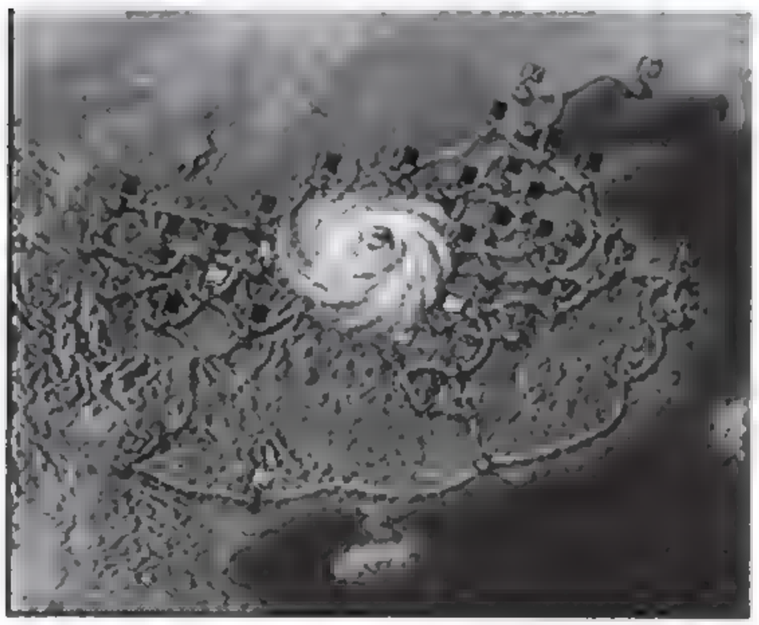
Events

During the game, various events will take place such as tax collections, floods or a call from visitors. The following list outlines the typical events.

Periodic Events

Periodic events are inevitable events such as gold collection and allowances.

PERIODIC EVENTS		
January	Gold income	Gold is collected from the people.
	Gold allowances	You must pay your officers and soldiers in gold. If there is not enough, the officer's loyalty and the number of soldiers will decrease.
	Tribute from Foreigners	1,000 Gold is paid by foreigners under your control.
July	Supply Requisition	Tax (supplies) is collected from the people.
	Supply allowances	You must provide your officers and soldiers with supplies. If there is not enough, the officer's loyalty and the number of soldiers will decrease.
Each Season	Trade Income	Income earned by trading with foreign countries. Trade income can be gained from trade cities only. Trade income can be obtained in spring and summer from Trade cities along the Shuo-Bei route and fall and winter from other Trade Cities.



City Events

Events such as typhoons or plague can occur suddenly in cities.

1. Typhoons damage houses and farms.

2. Plagues spread, and some officers may suffer from it.

3. Swarms of locusts destroy the crops.

4. Uprisings of the people tend to occur in cities where public safety is poor.

Country Events

COUNTRY EVENTS	
Name of Event	**Description**
Gift from a Foreign Power	In January, messengers from a foreign country visit the rulers with a gift. Messengers only visit Wu, Xiang-Ping, Xi-Liang, Cheng-Du, Han-Zhong and Luo-Yang.
Secret Imperial Messenger of the Later Han	A secret imperial messenger is sent by the Emperor of the Late Han to make a request. If you grant his request, you will be given a title. If the request is to subjugate another country, you have to hold at least one fortress among the target cities for subjugation within six months.
Positioning of a Free Officer	A free officer requests for a position.
Request for a Volunteer Army	Volunteer army joins by request during a battle.
Council	During a meeting (pg. 45) with a ruler, an officer may ask him to hold council. If he agrees, a council is held and items such as a ruler's ascendancy to the High Lord, King or Emperor, construction of an Imperial City and reconstruction of a burnt city are suggested. You select six officers, except for Warleader, to attend a council to ask for their opinions. You will choose one opinion among them. If you shelve the topic, the council ends without any conclusion.
Rival Factions	Conflicts among factions arise among subordinate officers. Emergence of rival factions results in arbitrary behavior during battles or consecutive decamping by officers. Rival factions may be dissolved by reconciliation in a council, the death of the Head of a Faction, or his release.
Officers' Decamp	An officer with low loyalty level resigns and becomes a free officer.
Raising an Army by Free Officers	A free officer becomes a ruler by raising an army.
Visitor's Call	A visitor (such as a hermit or doctor) may visit a ruler. He may give you an item or advice.

Civil Phase

You need to increase your strength as a nation. You may form alliances with other countries to prevent or facilitate war, but above all, one of the most important tasks as a ruler is to discover superior talent.

What is the Civil Phase?

The objective of the Civil Phase is to execute commands regarding civil affairs, diplomacy and personnel matters to strengthen the nation. Military policies such as drafting or going to war, and plotting against other countries are also a part of the Civil Phase.

An officer can execute only one Civil command per turn. If he finishes his duty for the month or there are no officers who can execute commands, press the ◉ Button to finish the monthly turn.

Capital and City Commands

Civil commands consist of two types: (1) City commands which are available only in cities under your control and (2) Capital commands which are available only at the Capital. You cannot execute City commands in a city that is not connected by a supply line.

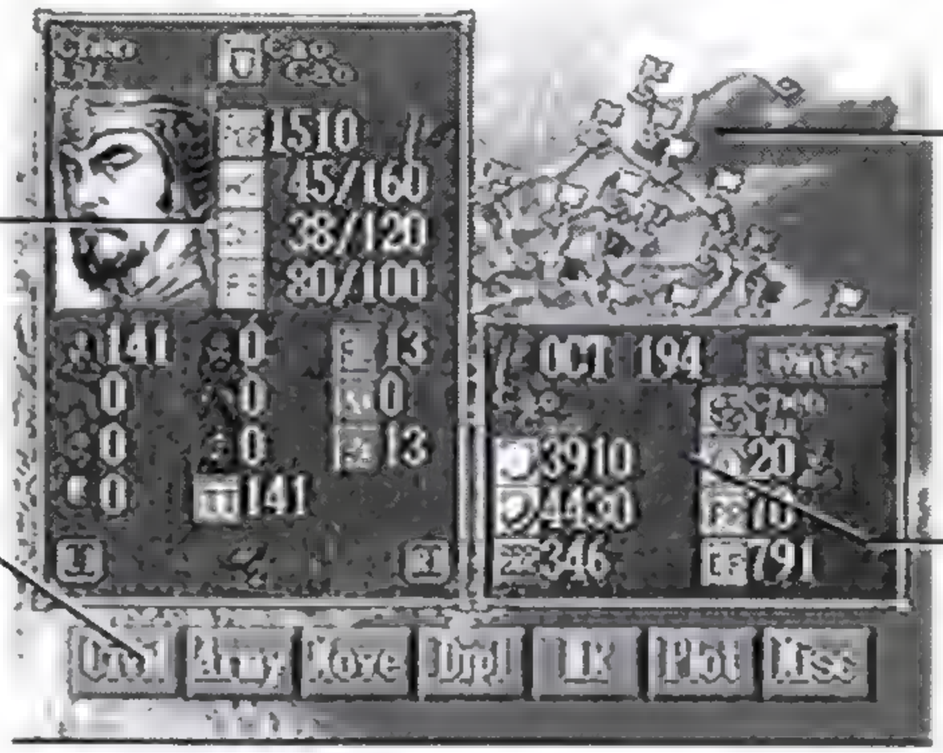
Capital/Supply Lines – pg.22

City Commands – pg.37

Capital Commands – pg.40

Civil Phase Displays

Civil Phase Display Screen



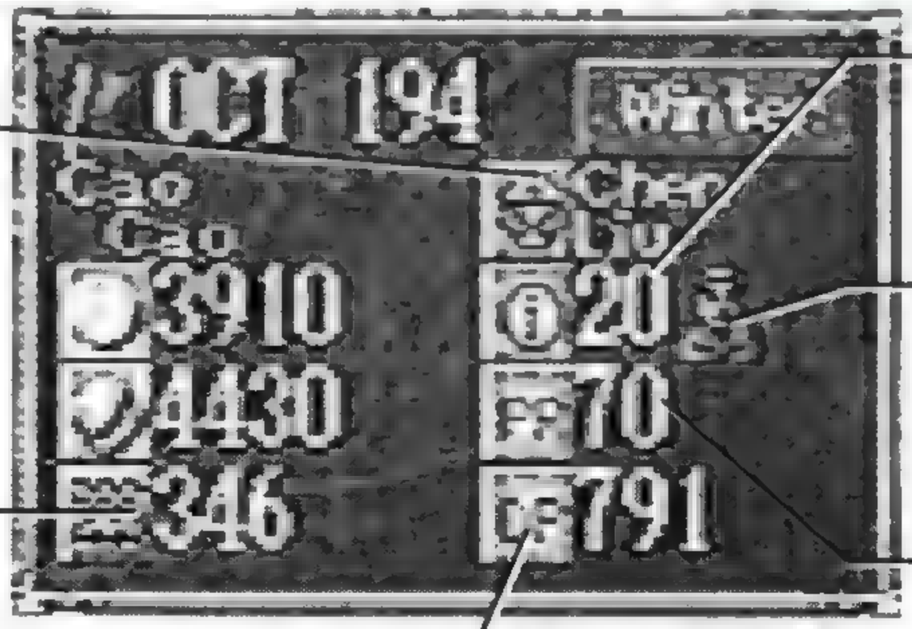
City Window
Displays city information

Civil Commands
Commands differ between capital and vassal territories

Main Map
Display the main map by pressing the △ Button. Cities and roads are displayed.

Country Window
Displays country information

Country Window



Name of the Captital

War Funds, Supplies, Total Troops

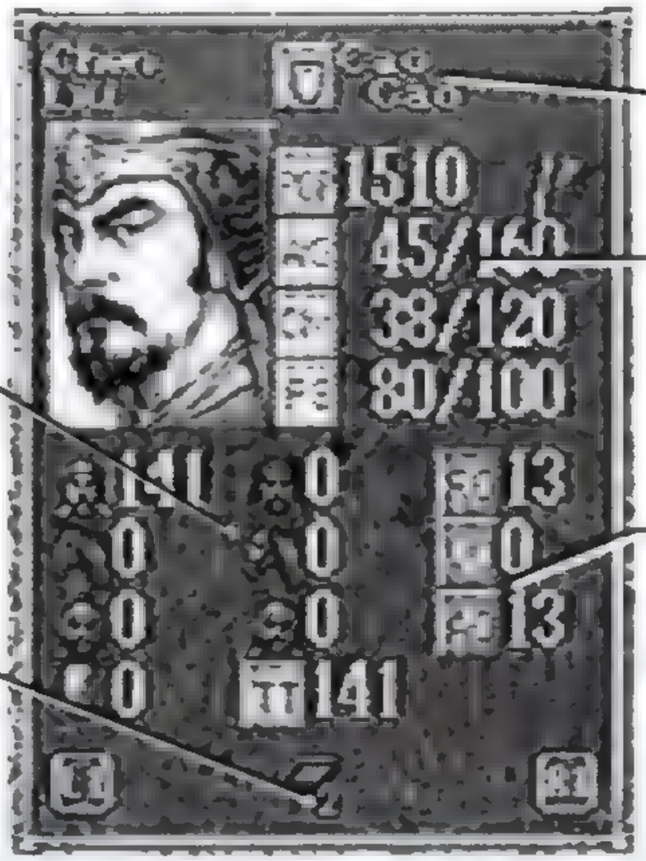
Draft Potential

I-Net
An intelligent officer's ability to collect information

Country Icons
Country supporting the Emperor, Vassal, or country that trades with merchants

Prestige
The higher the prestige, the more successful a ruler is in diplomacy and recruitment

City Window Screen



Protector's Name

City Information
Population, farming, commerce, and public safety

Information on Troop Strength
Foot, horse, hillmen, navy, tribal, armored horse, Shan Yue, total troops

Officer Information
Number of active officers, visiting officers, inactive officers

City Icons
City Scale 1 – 4, Imperial City, Burnt City, Foreigners's City, Trade City

Officer Selection Screen

Topics of Information
You can sort the officers by topic (see page 4)

List
Select an officer by moving the cursor through the list

Changing Topics
Change the topics displayed at the top of the page by pressing the L1/R1 Buttons

Scrolling the List
Scroll the page from left to right if there are more than ten officers to choose from

Executing Commands

The following steps outline how to execute commands in the Civil Phase. This example is for using the «ARMY» - <DRAFT> command.

1. **Choose a city to execute the command:** Change cities either by pressing the L1/R1 Buttons or display the map by pressing the △ Button. Select a city with the cursor and display the city window to execute the draft command.
2. **Select «Army»:** Select «Army» from the civil command menu. The sub-command «Army» is displayed.
3. **Select <Draft>:** Select the sub-command <Draft>: The <Draft> command is displayed.
4. **Select an officer:** The officer selection window is displayed. When you select an officer to execute the draft, his name is displayed to the right of [Officer] in the command window.
5. **Select Troop Type:** Available troop types are displayed. Select the troop type you wish to draft. You need not make any selection if there is only one troop type in the city.
6. **Input Troop Number:** The window for entering number is displayed. Enter the troop number you wish to draft (pg. 3)
7. **Select [OK]:** If you select OK, the draft command is executed. You have to enter all information in order to execute the draft.

Restrictions on Commands

The following restrictions exist when executing civil commands.

One Command per Officer

Each officer may only execute one commander per turn.

Energy Consumption

Every time you execute a command, the officer uses valuable energy. Each command requires varying amounts of energy. Officers will not be able to execute commands with insufficient energy levels. Officers recover energy little by little each month.

Task Commands

Once you enter a command, results are reported immediately, thus allowing you to check progress. However, officers in charge of the following «Civil» affairs deal with tasks that do not yield immediate results: officers conducting long-term searches with HR - < Find>, and intelligence officers appointed by «Assign» - <Spy>.

Officers in charge of civil affairs can execute other commands; however, the effectiveness of the civil command is cut in half.

In addition, if an intelligence officer is burdened with civil affairs or long-term searches, they are immediately dismissed from their positions as intelligence officer.

— Officers recover at different speeds depending on their health and levels of discontent.

Selecting Commanding Officers

Is he capable of commanding effectively?

The effectiveness of a command executed by an officer is determined by his ability. In order to maximize the effectiveness and success rate of a command, choose officers with high ability (as it pertains to that command).

Does the command compliment his dream?

You can lower an officer's discontent level by having him execute commands that compliment his dream. On the other hand, forcing officers to execute commands that are contrary to their dreams causes nothing but discontent. In civil affairs, matching officers' dreams with commands is a sure-fire way to improve effectiveness and keep everyone relatively happy.

Is the command one that the officer excels at?

Some officers have commands they are good at executing. Have an officer execute a command he is good at to maximize its effect and success rate. You can speculate who is good at what by examining attitudes towards commands or by comments mentioned during talks.

City Commands

Note:
- ⬆ Causes Increase
- ⬇ Causes Decrease
- ◆ Energy Required

Civil

Once you have selected an officer for civil affairs, he will automatically give commands every month (pg. 35). You can select up to three officers for each command.

If you appoint an officer as a spy or have him execute a long-term search, he is automatically released from his former post. Execution of civil command requires 10 Gold per officer per month.

[Farming (Farm)]

- ⬆ Tax (Supplies)
- ⬇ Gold
- ◆ Energy 20

Increase your city's productivity by farming the land. Effectiveness depends on the number of people involved in farming and the officer's political ability and leadership.

[Commerce (Cm)]

- ⬆ Tax (Gold)
- ⬇ Gold
- ◆ Energy 20

Promote commerce in the city and increase the commerce level. Effectiveness depends on the number of people involved in commerce and the officer's political ability and leadership.

[Public Safety]

- ⬆ Tax (Gold)
- ⬇ Gold
- ◆ Energy 20

Defend the city and increase the public safety level. The higher the public safety level, the less likely it is for civil uprisings and for a city to fall into a plot set by other rulers. Effectiveness of the command depends on the number of people involved in public safety and the officer's War ability and leadership.

Army Commands

[War]

- ⬆ City under Control
- ⬇ Supplies
- ◆ Energy 40

Attack other cities. Organize a main force (pg. 46) and go to war. The battle starts in the next Battle Phase. You cannot execute this command in a city that has already dispatched an army.

[Aid]

- ⬆ City under Control
- ⬇ Supplies
- ◆ Energy 40

Organize and dispatch a reinforcement force (pg. 46) for your country's Main Force. You can only execute this command in a city adjacent to that which your main force is planning to attack. You cannot execute this command in a city that has already dispatched an army.

[Draft]

- ⬆ Troops
- ⬇ Public Safety / Population / Gold / Supplies
- ◆ Energy 30

Draft people from the city. The troop types you can draft vary from city to city. The number of troops you actually draft depends on the leadership of the officer executing the command and the amount of gold and supplies. However, there is an upper limit to the number of troops that may be drafted; this is set by the population of a country or city. The amount that public safety is decreased by depends on the prestige and charm of the officer executing the command.

[Raid]

- ⬆ Gold / Supplies
- ⬇ Prestige / Agriculture / Commerce / Public Safety
- ◆ Energy 40

Take gold and supplies from civilians in the city. The amount you can take depends on the troop strength of the officer executing the command.

You cannot execute this command in a city where either farming or commerce levels are less than 10.

[Trap]

- ⬇ Gold

Set traps to prepare for enemy invasions. You can set up to five traps in each city.

Setting Traps

1. Select an officer to execute the command.
2. Select the type of trap.
3. Select a place to set a trap by moving the cursor.

*There are five types of traps: "Rock," "Fire," "Water," "Rock," and "Ambush."

MOVE Commands

[Men]

Move officers and soldiers to neighboring cities.

- ◆ Energy 25

[Officers]

Move an officer between cities connected by supply lines.

- ◆ Energy 25

CAPITAL Commands

Note:

- ⬆ Causes Increase
- ⬇ Causes Decrease
- ◆ Energy Required

DIPLOMATIC Commands

Prestige, antagonism, diplomatic conditions, and the politics and charm of the officer executing the command are key elements to successful diplomacy. A country that supports the Later Han Emperor can select a title as it is one of the terms of negotiation. You cannot execute Diplomatic commands except for < Annul> if the country is a vassal to another country.

[Ally]

- ⬇ Antagonism
- ◆ Energy 40

You can request a Non-Hostility Agreement. However, you cannot form alliances with a vassal of another country. You can request reinforcements from your allies.

[Joint]

- ↓ Antagonism
- ◆ Energy 40

Request your ally or vassal to join you in an attack. The agreement is valid for three months. Keep in mind that the allied ruler may betray the agreement and decide not to support your attack.

[Gift]

- ↓ Antagonism
- ◆ Energy 40

Present a gift such as gold or supplies to rulers of other countries to decrease antagonism towards you.

[Warn]

- ↑ Tax / City under Control
- ↓ Antagonism
- ◆ Energy 40

Convince another Ruler to become your vassal. Alternatively, you can convince a vassal country into total surrender. No matter how often you try, warnings aimed at the vassals of other Rulers and those aimed at the force that controls the Emperor always fail. If your subjugation warning succeeds, that force becomes a vassal territory (pg. 23). If the surrender warning succeeds, you gain immediate control of all the countries of that Lord.

[Jail]

- ↑ Subordinate Officer
- ↓ Antagonism
- ◆ Energy 40

Request the return of a prisoner officer captured during a battle. If you succeed, the prisoner officer becomes an officer in your country. However, any ranks granted the officer are revoked.

[Annul]

- ↑ Antagonism
- ◆ Energy 0

Revoke an alliance or subjugation. Only vassals can annul subjugation.

Human Relations [HR] Commands

[Find]

- Subordinate Officer / Visiting Officer
- Energy 30

Search for talent. Once you discover a talented inividual, he will become a visiting officer in the city where he was found. You may recruit him in some cases.

Long-term searches often last for several months.

The success of the search depends on prestige, politics, and charm of the officer who executes the command.

[Hire]

- Subordinate Officer
- Energy 30

Scout for officers to enter your service from (1) other countries, (2) visiting officers in cities under your control connected by supply lines, and (3) from among prisoner officers at the Capital.

Success in recruiting depends on ruler prestige, terms of the negotiation, charm of the officer executing the command, and the dreams of the ruler and the officer executing the command.

[Item]

- ↑ ↓ Loyalty + Ability
- Energy 0

Bestow or confiscate items. If you bestow an item, the recipient's loyalty increases, but his ability may decrease depending on the Item. An officer's loyalty decreases if you confiscate an item from him.

[Job]

- Energy 0

Assign or release officers to/from positions. An officer who is released from a position may accumulate discontent.

Warleader (WL)

A Chief of staff that gives advice on behaviors of the rulers. The higher his intellect, the more precise his advice.

Protector (PRO)

A Magistrate that governs a city on the ruler's behalf during his absence. You cannot select an officer who has gone to a war for this position.

Rank

The higher the title of the ruler, the higher the ranks of general he can bestow and the greater the number of troops the general may take into battle. An officer's discontent may increase if there is a huge disparity between his military experience and the military experience value set for the respective rank of general.

Spy

An intelligence officer spies on the situation of the army in other countries and reports it in the military phase (pg. 48). You can appoint up to three intelligence officers.

Fire

Release an officer. A released officer will become a visiting officer.

PLOT Commands

[Turn]

- Energy 40

Convince an enemy officer to betray his ruler in battle. If you succeed, you can turn him during the fight by executing the command «Advisor» - <Turn>. The success of this command depends on the prestige, loyalty of the target officer, and intelligence of the officer executing the command.

[Revolt [RVLT]]

- Energy 40

Persuade an enemy's Protector to rebel against his ruler. Success depends on the loyalty of the target officer, and the intelligence and politics of the officer executing the command.

[Stir]

- Energy 40

Induce an uprising among the residents in an enemy city. If you succeed, public safety in the city decreases. You can also cause an uprising with the «Advisor» - < Stir> command during battles. Success depends on the public safety of the enemy's city, and the intelligence and politics of the officer executing the command.

[Rumor (RMR)]

- Public safety in other country / Prestige / Loyalty
- Energy 40

Spread negative rumors about a rival ruler in his country. If you succeed, public safety in his city decreases. In some cases, prestige of the ruler or loyalty of the officer may deteriorate, too. Success depends on the public safety of the target city, prestige and charm of the ruler in the target city, and the intelligence of the officer executing the command.

[Plant (PLNT)]

- Energy 40

Plant an officer in an enemy city. The hidden officer must have a loyalty level of 100. He can only be planted in cities adjacent to his home city. Once he enters the city, he pretends to be a visiting officer. If he is recruited, he becomes a hidden officer.

Success rates increase when carrying out plots in a country where you have a hidden officer.

An officer in hiding can betray an enemy unit by executing the «Advisor» - <Turn> command when in battle against his home country.

After six months, the officer automatically returns to your city.

Miscellaneous Commands

[Shop]

- Gold / Supplies
- Energy 20

Buy and sell supplies. This command can be used only when a merchant is in a city connected by supply lines.

[Talk]

◆ Energy 5

Hold council with your subordinate officers and listen to their thoughts and advice. By holding council, you can lower their discontent level. While it is the ruler himself that executes this command, this does not count as an action. If you hold council with an officer who has not yet acted, he may advise you to execute a command or to hold a council.

[Title]

⬆ ⬇ Title of other rulers

◆ Energy 50

Encourage a Ruler to accept an attack order by offering him a title. This command can be made only when the Player's Ruler supports the Later Han Emperor. The ruler himself can give this command. You can give this command only if there is a city to attack and there is a ruler to give a title to. If successful, that ruler is required to attack the target city within 6 months. In some cases the promise may not be kept. If a ruler does not keep a promise, his prestige level decreases.

[Audience]

⬆ Title / Prestige

◆ Energy 50

Ingratiate the Later Han Emperor by meeting him. A ruler himself executes this command only if he supports the Later Han Emperor. If you accept his request, you will be given a title. The prestige of the Later Han Emperor and the ruler will increase. The highest title you can receive through this command is Prime Minister. You cannot receive any title if there is no available title, even if you accept his request.

[Move]

◆ Energy 0

Move your Capital to another city in your home country.

Organize Your Army

Organize your army before battle. The steps required for organizing your force may differ depending on the military situation.

[Main Force]	When you select «ARMY» - <WAR>.
[Aid Force]	When you select «ARMY» - <AID>.
[Relief Force]	When you decide to send a relief force during the Military Phase.
[Sally/ Defense Force]	When other rulers attack your city.

Select a City

Select the city you wish to attack.

Main Force Selection

Select the main force to which you will send aid.

Organizing your Army

[Officer]	Select up to 5 officers to send into battle.
[Troop Type]	Select the troop types that will make up each unit. You may only select troop types that you have in that city.
[Number of soldiers]	Enter the number of soldiers for each unit.

Select a Commander

Select one officer to be commander. Rulers participating in battle are automatically set as the commander.

Select an Advisor

Select an officer to act as advisor. Only advisors can use the Advisor Tasks in battle. You may go to war without appointing an advisor.

Packing Supplies

Enter the amount of supplies your army should take with it into battle. The default amount is the amount needed for a period of one month.

Military Phase

Your intelligence officer will call a military meeting whenever he senses enemy movements against your country. The meeting consists of discussions around plans for the next battle, halting war, and organizing relief forces.

What is the Military Phase?

In the Military Phase, information about each country's army is displayed. The objective of the Military Phase is to help you take advantage of the information gathered by your I-Net, execute military commands, and make the first move in battle.

The information you will see in the Military Phase depends entirely on the information gathering ability of your officer. The higher his political/intellect, the greater his capability for collecting information and the more detail the information will contain. In addition, he will also help prevent your military secrets from leaking to enemy rulers. If your information gathering ability is too low, your intelligence officer won't call a meeting even if one of your cities is just about to be invaded.

Military Phase Screen

Map
Enemy army movements are displayed in each city

Cities that have Attacked
Press the △ Button to display military information

Military Commands
Select a command and then a city from the map

Military Commands

Select a city in which you have organized an army or one to which your army is headed, then select a command for that city. Commands that may be executed differ depending on the current situation in the city.

City Information

Intelligence officer reports on the strength of the army in each city.

Halt War

Call back an army you have sent to war. Select an army and press the ⊗ Button to call the army back.

Send Help

Send help (relief force) from a neighboring city. Select a city from which to send help and organize the relief force.

Ask for Help

Request reinforcements from neighboring allies, overlord countries, and vassals. Select the ruler to whom you would like to make the request. Not all requests will be granted.

Done

Complete the Military Phase.

— Move the cursor to a city and press the ⊗ Button to view reports on the city.

— Move the cursor to a city in which your army is located and press the △ Button to display information on the army.

When Other Countries Ask for Help

You may receive requests for help from allies and other vassal territories. If you accept this request, you will have to organize a force. You will also have to organize a force if you have accepted a Joint Attack in the Civil Phase, and the other ruler has dispatched his army. However, you may not organize a Joint Force in a city in which you have executed the «ARMY» - <WAR> - [AID] command.

— Rejecting requests for help from an overlord country or canceling Joint Attacks will lower your charm.

Battle Phase

Battles are not won by sheer numbers alone. You must read your enemy's movements and make intelligent decisions to ensure victory. Control your army wisely to defeat your enemy.

What is the Battle Phase?

In the Battle Phase, you will execute commands, attack enemy cities and invade/defend cities.

Flow of Battle

There are two types of battles – field battles and castle sieges. When the defending side sallies it becomes a field battle. When the defending side gathers its forces inside the castle, it becomes a castle battle. When the attacking side wins a castle battle, the city comes under control of the attackers.

Typical Scenarios:

1. **Invade enemy city**: the defending side sallies ▸ field battle – lose ▸ retreat
2. **Invade enemy city**: the defending side sallies ▸ field battle – win ▸ the defending side still in the castle ▸ castle battle – lose ▸ retreat
3. **Invade enemy city**: the defending side sallies ▸ field battle – win ▸ the defending side still in the castle ▸ castle battle – win ▸ under your control
4. **Invade enemy city**: the defending side sallies ▸ field battle – win ▸ the defending side retreated or was defeated ▸ under your control
5. **Invade enemy city**: the defending side in the castle ▸ castle battle – lose ▸ retreat
6. **Invade enemy city**: the defending side in the castle ▸ castle battle – win ▸ under your control

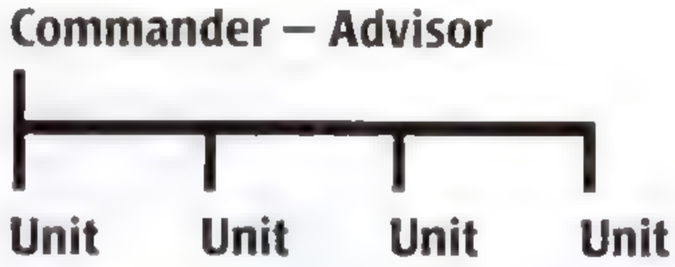
Structure of an Army

Up to 6 forces can join in a battle. Each army consists of a maximum of 5 units with officers controlling each unit. Each army may have one advisor. Rulers may participate in battles only as commander of the main attack force or of the sally/defense force.

Role of Advisor

The advisor stays in the commander's unit. Sometimes advisors with extremely high intellect may perform more tasks than those listed below:

- Execute «ADVISOR» from Order commands
- Warn of the arrival of enemy reinforcements
- Quickly calm panicked units



DEFENDING SIDE		ATTACKING SIDE
Relief Force Army organized in your city during the Military Phase		**Support Force** Army organized during Civil Phase with <AID> command
Sally/Defense Force Army organized during the Military Phase in an invaded city	BATTLES	**Main Force** Army organized during Civil Phase with <War> command
Ally Force (other country) Army organized during the Military Phase because of a request for help		**Joint Force (other country)** Army organized during the Military Phase because of a <Joint Attack>

Organizing Your Army and Defenses

When other countries attack, select an action from the following list. Actions that you can select differ depending on the situations of cities. If you select Sally/Fort, you will organize your army.

SALLY

Meet your attackers on the open field surrounding the castle. You can only select this command if you received information that another ruler was planning to attack and your officers are in the city. However, you cannot select this command if all your officers are already engaged in battle.

FORT

Fight the attackers from the safety of the castle. You can select this command if you have both officers and soldiers in the city.

RETREAT

Leave the city and retreat to another city. You can select this command only when you obtained information about the enemy army in the Military Phase and you have a neighboring vassal city. All officers and soldiers can retreat safely.

BURN

Burn the city to the ground and retreat to another city. You can select this command only when you have obtained information about the enemy army in the Military Phase and if you have a neighboring vassal city. All officers and soldiers can retreat safely.

Victory Conditions

When one of the following conditions is met, the battle ends resulting in victory or a draw.

Victory Conditions for the Attacking Side

- Defeat the Commander's unit of the defending side or make it retreat
- Make the morale level of the defending side zero
- Take enemy headquarters (field battle)
- Take enemy headquarters (castle siege)

Victory Conditions for the Defending Side

- Defeat the Commander's unit in the Main Force of the attacking side or make it retreat
- Lower the morale of the attacking side to zero

Draw

- This occurs after 30 days from the beginning of a battle if there is no victor.
- If the morale levels of both of the defending side and the attacking side reach 0 at the same time, the defending side wins automatically.

Conditions for Unit Defeat / Retreat

When the number of soldiers in a unit reaches 0 or the commanding officer is either killed or captured, the unit is defeated. If the commander's unit is defeated or starts a retreat, all other units become disorganized and start to retreat regardless of any outstanding commands.

Battle Screen

Battle Status
Displays the status of the battle

Headquarters of Defending Side
If the attacking side occupies the field headquarters, the attacking side wins

Unit
Press the ⊗ Button when the cursor is on a unit to display the Unit Window

Lay of the Land
Press the △ Button after aligning the cursor to display the lay of the land window

Castle Siege Screen

Stairs
Stairs allow units to go up and down from the top of castle walls

Gate
The attacking side must destroy the castle gate to gain entrance. You can check the strength of the gate with the Terrain Window

Headquarters
If the attacking side occupies the headquarters, the attacking side wins

Supply Tent of Attacking Side
If the defending side takes this tent, they can seize the enemy supplies

Battle Status Window

Lay of the Land
Lay of land of the battlefield. There are three types: plains, mountains, and water. Each troop has their own strengths in different lays of land

Days Spent
If neither side can claim victory, the battle ends in a draw after 30 days

Weather
Weather affects how long a fire continues and how quickly a fire gets extinguished. Weather changes once every three days and includes sunny, cloudy, rainy, and stormy days

Morale
Displays the morale levels of soldiers. The army whose morale reaches 0 loses the battle

Wind
Wind affects the direction of fires and changes once every three days

Unit Window

Select a unit and press the ● Button to view. The unit window contains the following items:

Officer Information

Displays the stamina (Body), leadership (LS), war ability (WAR), and intellect (INT) of an officer.

Unit Information

Displays the ruler and the type of force.

Troops

Shows troop type and number of soldiers.

Orders

Shows current policy.

[Orders] Button

Displays the Order Window.

[Officer] Button

Displays officer information.

[Army] Button

Displays army information. You can view the names of officers, commander, advisor, and unit leader as well as troop type and number of soldiers in each unit.

Lay of the Land Window

Lay of the Land Information
Displays the lay of the land as well as defensive strength of the castle gates or headquarters

Unit Information
Displays the name of the unit leader, troop type, and number of soldiers

Orders and Execution

In the Battle Phase, both attacking and defending forces may issue orders once every 3 days. Press the ■ Button to enter your orders. All units will then execute their orders simultaneously. Once you have issued orders to your units, you must wait 3 days to issue new orders, so carefully consider enemy movements. Decide whether your enemy will attack your supply tent or the unit with the Commander, then consider orders to prevent them from reaching their targets.

Orders and Policies

There are two types of orders you may issue. Orders, which have the highest priority and Policies, which are the main directions you give to your units to base actions on should they complete or fail to complete the orders they have been issued.

Making Selections with the Cursor

Move the cursor with the Directional Buttons to select a unit or target point. By pressing the L1/R1 Buttons, you can quickly go to the castle gate or to units that have not been given commands.

* Use the L2/R2 Buttons to view information on Days Remaining in battle as well as current statistics of your main units.

Issuing Orders

1. Select a Unit

Select a unit and press the ⊗ Button to display the Unit Window.

2. Enter an Order

Select the ORDER command in the Unit Window to display the Order Window. Select an order then press OK.

3. Execute the Order

Press the ◉ Button when you have finished issuing orders to your units, then select OK to execute your orders.

* Once a unit has been issued orders, the color of the icon gets darker.

Order Window

The following items are shown in the Order Window:

Policy

Select a Policy for the unit. The Policy you select is displayed to the right.

Order

Select an Order for the unit (pg.60). The Order you select is displayed to the right.

Advisor Tasks

Select Advisor Tasks. This is only available to the Commander's unit when an Advisor is present.

Unit Speed

Select from Normal, Fast and Fierce, and Careful (pg.59).

Arrow Types

Select from Normal, Fire, and Heavy. Heavy arrow attacks target the enemy officer in a unit. The officer may be injured or killed.

Offense / Defense

These numbers change depending on the officer's leadership and war abilities, the orders issued, the battle status, and the lay of the land.

Spirit

This number changes depending on the battle status and orders issued. If it falls below 50, units may retreat from the battle regardless of the orders it's been issued.

Example Situation [Order: Gate, Policy: Take Enemy HQ]

1. Issue the Order: Gate. The unit moves towards the gate. It moves according to the selected Unit Speed: Normal.
2. The unit finds an enemy unit within its range. It attacks according to Arrow Type: Fire.
3. The unit reaches the castle gate. It begins attacking the gate.
4. The unit breaks through the gate. It has completed the Order: Gate. It starts following Policy: Take Enemy HQ.
5. The unit reaches enemy HQ. It begins attacking the HQ.

Unit Speed Characteristics

UNIT SPEED CHARACTERISTICS	
Unit speed	**Characteristics**
Normal	Normal mode of unit movement. The unit will attack enemy units when within its range.
Fierce	Movement speed increases, but defensive ability decreases. The unit will attack enemy units when within its range.
Careful	Movement speed decreases, but defensive ability increases. The unit will attack enemy units when within its range.

Order Commands

Move

Units will move to the selected target point. Target points may be set every day. If the unit fails to reach the target point the first day, it will continue moving towards the point the following day. If the unit reaches the point the first day, it will wait for further orders from the Commander.

Issuing the Move Order

The range a unit may move in one day is displayed on the battlefield. Enter a target point for the first day. You may also select a point outside the range displayed on the battlefield. Select a point for the second and third days in the same fashion. To select only one target point, press the ■ Button after selecting a point.

Chase

The unit will chase the targeted enemy unit and attack.

[Normal]

The unit attacks the targeted enemy unit.

[Charge]

The unit will charge an enemy unit. The unit will inflict more damage in less time, but will also suffer heavier losses. The unit may cause confusion in the enemy unit or injure an enemy officer.

[Duel]

Challenge the officer of an enemy unit to a duel. The officer must accept the challenge in order for a duel to begin. If the enemy officer refuses, the unit will challenge again the next day. This order cannot be executed on water.

[Deter]

The unit will block the advance of a targeted enemy unit. If successful, the enemy unit will be slowed down. The unit will try again the next day if unsuccessful.

Trick

Execute Fire or Taunt plots.

[Fire]

The unit will set fire to a target point. It cannot be executed in the rain. If successful, the fire will spread. Units surrounded by fire will suffer losses. It may cause enemy units to panic or cause injury to enemy officers.

If the supply tent catches fire, the supplies will burn. Fire may also burn traps. Success depends on the weather and the intellect of the officer executing the plot. When setting fire to a point where an enemy unit is located, the enemy officer's intellect also affects the success of the plot.

[Taunt]

Have one of your officers taunt an enemy officer into attacking your unit. Success depends on the intellect of the officer executing the plot and the intellect of the enemy officer.

Gate

Order your units to either attack or defend the castle gate. This order is only available if there is a gate on the battlefield. Press the L1/R1 Buttons to move the cursor to the gate.

Wait

The unit will stay at its current position. It will attack any enemy units that come within range.

Retreat

The unit retreats to a neighboring vassal city. A force defending the castle may also retreat to the headquarters. Units leave the battle only after reaching the point of retreat or the headquarters. If there are several vassal cities, units will retreat to different cities depending on the point of retreat.

Issuing the Retreat Order

The points of retreat are displayed in red as well as the range that the unit may move in one day's time. Select the headquarters or the point of retreat with the cursor.

Policy

The unit will take action based on the Policy that has been set.

Advisor Tasks

Select an Advisor Task. Only the Commander's unit may issue this order. Since the Advisor acts independently of the unit itself, this order can be issued in conjunction with other orders for the unit.

[Turn]

The Advisor persuades an enemy officer or ally spy officer to change sides during battle. This order is only available if there is an officer that has been tempted with the «DIPLOMATIC» - <TURN> command or one of your own officers executing the <PLANT> command during the Civil Phase in the enemy army. However, this order may not be used towards the Commander of an enemy army. Planted officers will always change sides. The intellect of the Advisor and the battle status affects the outcome of the order given to enemy officers tempted with the <TURN> command.

[Stir Up]

Stir up the population of an enemy city and incite them to riot. This order is only available to the attacking side in a castle siege if the ruler has already successfully executed the «DIPLOMATIC» - <STIR UP> command during the Civil Phase. If successful, the defensive strength of the castle gates decreases as well as the morale of enemy troops. Success depends on the intellect of the Advisor.

[Fake]

Send fake orders to an enemy unit and confuse it. This task may not be executed on the enemy Commander's unit. Since some of the soldiers in the unit participate in this task, it adversely affects the offensive/defensive abilities of the unit. Success depends on the intellect of the Advisor, the intellect of the enemy officer and the distance to the enemy unit.

[Trap Search]

Search for and dismantle traps set by the enemy. Since some of your soldiers participate in this task, it adversely affects the offensive/defensive ability of the unit. They may not find all of the traps. This task is only available to the attacking side during a castle siege.

[Aid]

Undertake no personal tasks and provide aid to the Commander. It raises the Spirit of the unit.

Morale and Supplies

Changes in Morale

Morale falls as time passes. The first army whose morale falls to 0 loses the battle. At the beginning of a battle, morale for each side is 100. If an attacker is able to surprise its enemy and if the battle begins at the castle, morale for the defenders starts at 80; this is also the case when the defenders have already lost a field battle. Morale is adversely affected by decreases in supplies, adverse changes in battle status, and poor weather.

Elements that Lower Morale

- One of your officers rejects a duel challenge
- One of your units is defeated
- One of your units changes sides
- One of your units is trapped
- Supplies run out or are seized by the defenders (attackers only)
- Attackers break through the gates (defenders only)
- Attackers succeed in stirring up the population (defenders only)

Elements that Raise Morale

- Arrival of allied reinforcements
- Seizing the Enemy's Supply Tent (only when defender's supplies are 0)

Consumption of Supplies

The amount of supplies an army consumes depends on the number of soldiers in the army. The attackers store supplies from its city at its supply tent. Commanders place the supply tent at the beginning of a battle. If the supply tent catches fire, the supplies are burned. If the defenders seize the supply tent, the attackers will not have any supplies to keep their troops going. On the other hand, the defenders are supplied by their headquarters. If the supply level falls to 0, morale drops at an alarming rate.

Troop Types and Lay of the Land

Each troop type performs better on certain lays of land. The offense/defense ability of a unit increases when it is on terrain advantageous to it. Each battlefield consists of different lays of land that include Plains, Mountains, and Water.

- Lays of the Land are displayed at the top of the Battle Screen
- Press the △ Button to display the Lay of the Land Window

TROOP TYPES AND LAY OF THE LAND

Troop Type	Characteristics	Advantageous LOLs
Foot	Ordinary foot soldiers	None
Horse	Cannot climb castle walls or use arrow attacks	Plains
Hillmen	Good at fighting in mountainous areas	Mountains
Tribal	Strong foot soldiers	None
Armored Horse	Strong horsemen	Plains
Shan Yue	Strong mountaineers	Mountains
Navy	Good at fighting on ships	Water

Unit Status

Because of an enemy advisor's plots, a unit may not be able to accept commands. Check unit status in the Unit Window (pg. 55)

UNIT STATUS

Status	Elements
Confused	A unit may become confused when surrounded by fire or when adversely affected by an enemy plot. The unit will not be able to move. The confusion subsides after a time, but can be quelled faster if an Advisor is present.
Self	When an officer is too discontented, the unit may find itself on its own. It will then act on its own.
Run	When its Commander retreats, or if its Spirit falls too low, the unit will try to run. The unit will begin retreating on its own.

Duels

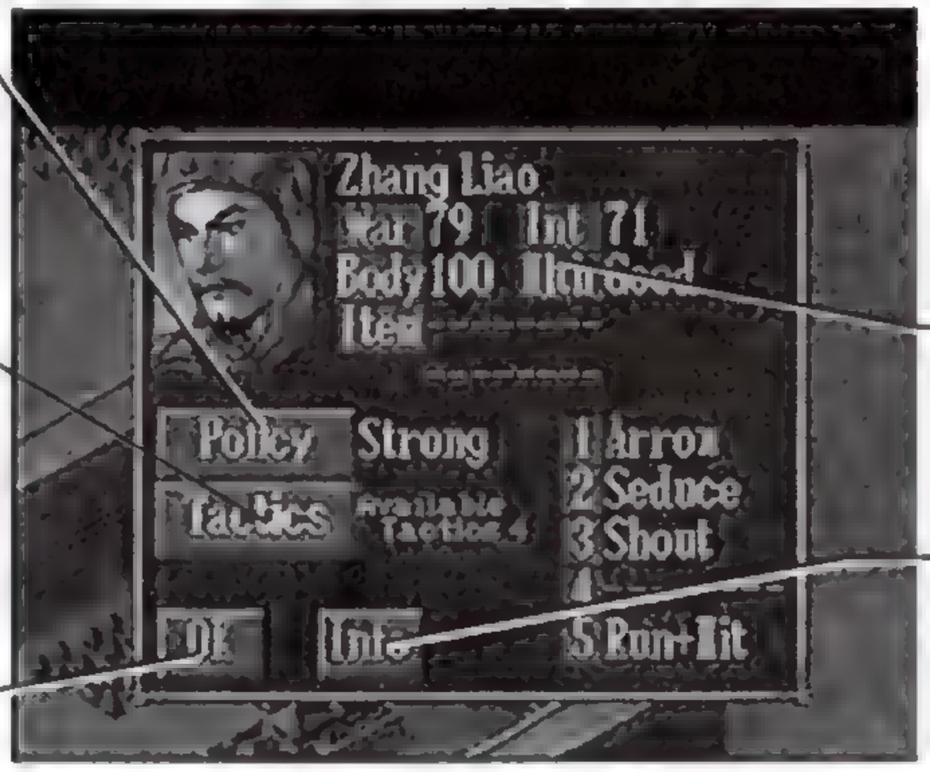
Challenge an enemy officer to a duel with the «CHASE» - <DUEL> command. If the enemy officer accepts the challenge, the duel begins. One officer from each unit fights in a duel. The officer whose stamina reaches 0 first loses. The loser is either captured or killed and his unit defeated. There are 5 stages in a duel; this means that the officer has 5 opportunities to use learned Tactics. The number of tactics available to each officer differs depending on the policy.

Duel Command Screen

Policy
Select a policy. Press the △ Button to see an explanation of the policy

Tactics
Select tactics (available tactics are displayed in yellow). Press the △ Button to see an explanation of the tactics

Enter [OK]
Start the duel



Officer Information

Enemy Officer Information
Display information on the enemy officer

Duel Tactics

PERIODIC EVENTS		
Tactic	**Explanation**	**Counter Tactic**
Shout	Surprise an enemy by shouting and capture him when he falls from his horse. Greater chance of success when enemy stamina is low.	
Capture	Push an enemy from his horse and then capture him. Greater chance of success when enemy stamina is low.	
Secret	Throw a secret weapon at the enemy and capture him. Only available to officers in possession of certain items.	One Blow
Seduce	Seduce an enemy into an ambush and capture him. Greater chance of success when your officer's stamina is low. Cannot use in the first stage.	
Exchange	Retreat and have another officer take your place. Only available when there is another officer nearby in the same army. If unsuccessful, you are captured.	
Persuade	Persuade an enemy to return home and end the duel in a draw. Greater chance of success when enemy loyalty is low.	
Fake Info	Send out fake information convincing an enemy to go home. Greater chance of success when your intellect is greater than that of your enemy.	
One Blow	Concentrate all your power into one fierce blow and end the duel. If unsuccessful, the enemy will counter-attack. Only available in the first stage.	
Both Side	Attack your enemy from the side. If your enemy's tactics are secret –one blow – special, this attack is most effective.	Secret (after 2nd stage) – One Blow – Special
Special	Repeat your special attack. If your stamina is below 30, the power of your attack increases.	Capture – Seduce – Run+Hit
Arrow	Fire an arrow before an enemy gets close. Only available in the first stage.	One Blow
Run+Hit	Pretend to retreat, seduce enemy, and then shoot. Not available in the first stage.	One Blow

Chasing Retreating Units

If your army is victorious, your army can chase the retreating units from behind. The attackers will suffer few losses and inflict great damage to the retreating units. If there is more than one retreating unit, the retreating force may place units at the rear to protect other retreating units. This rearguard can limit the damage to other retreating units. Only the results of the chase are displayed.

Dealing with Prisoners

The Commander's unit holds rulers and other enemy officers captured in battle. These captured officers are released if the Commander is captured, killed, or if his unit is defeated. If your army is victorious or if the Commander's unit successfully retreats, captured officers become prisoners. Any items that prisoners hold when they are captured become property of the victorious ruler.

Rulers may deal with prisoners in the following ways:

Hire Hire the officer to your service. However, the officer may reject the offer. If the prisoner is a ruler, you will only be able to hire him if there are no vassal cities available to that ruler.

Release Release the prisoner. Once released, the prisoner may return to his former ruler or become a visiting officer.

Imprison Place the captured officer in prison at the capital for one year. Only available when the city from which you attacked is connect to the capital by supply lines; unavailable when it is a vassal city. This is also not available if the prisoner is a ruler.

Behead Behead the prisoner.

* You may select another form of treatment after one year.
* Player rulers may only select Release or Behead commands.

When it's all Over

When the attackers are victorious, the defenders may choose a neighboring vassal city to which to retreat. The main force of the attacking army remains in the city it has defeated, and any reinforcements return to its original city at the end of the Battle phase.

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90-day limited warranty

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To receive this warranty service:

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2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
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